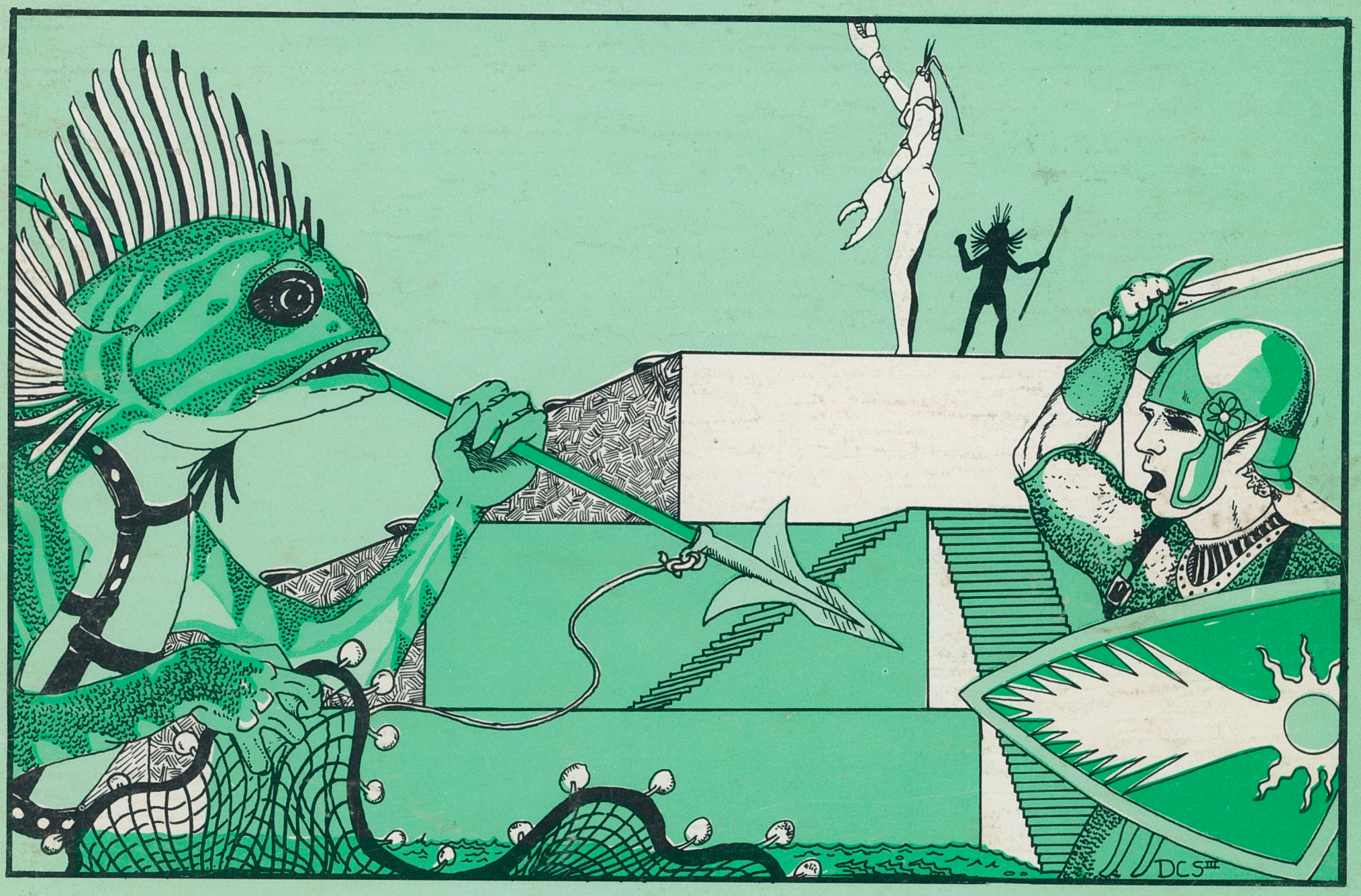
D2

SECOND OF 3 MODULES

ADVANCED DUNGEONS & DRAGONS™



Dungeon Module D2
Shrine of The Kuo-Toa

by Gary Gygax

This module contains background information, a large-scale referee's map with a matching partial map for players, referee's notes, special exploration and encounter pieces, a large map detailing a temple complex area, encounter and map matrix keys, and an additional section pertaining to a pair of unique new creatures for use with this module and the game as a whole. A complete setting for play of ADVANCED DUNGEONS & DRAGONS is contained herein. This module can be played alone, as the second part of a series of three modules (with DESCENT INTO THE DEPTHS OF THE EARTH, D1, and VAULT OF THE DROW, D3), or as the fourth part of a continuing scenario (DUNGEON MODULES G1, G2, G3, D1, D2, D3, and Q1, QUEEN OF THE DEMONWEB PITS).

If you have found this module and its companions exciting, stay tuned for more action from The Game Wizards!

©1978, TSR Games

TSR Games
POB 756
LAKE GENEVA, WI 53147

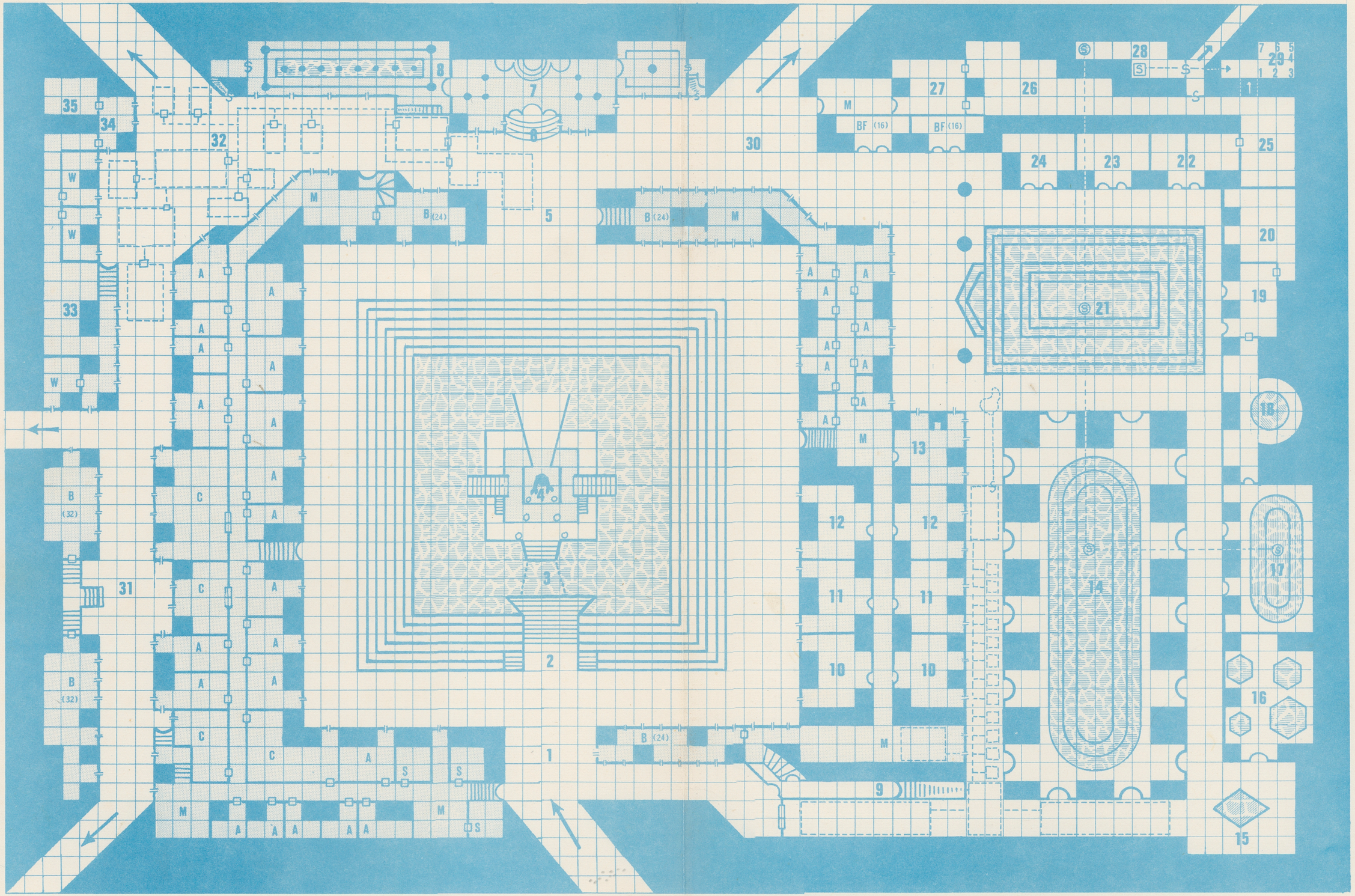
Official D & D Tournament Module used at GenCon XI

ISBN 0-935696-06-7

3rd Printing, December 1979

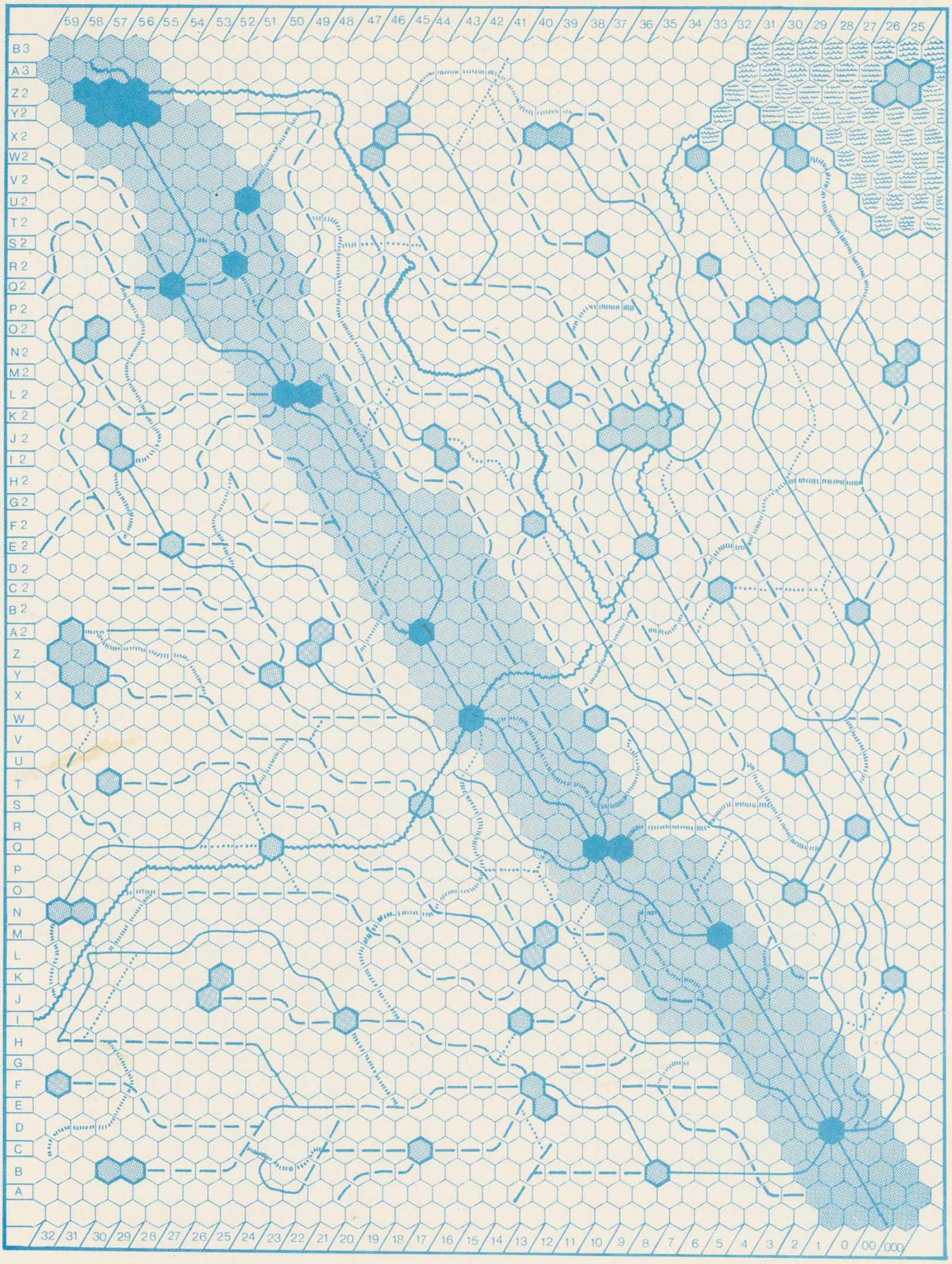
PRINTED IN U.S.A.

9020



KEY TO THE MAJOR ENCOUNTER AREA

- Door / Double Door
- Archway / Secret Door
- Secret Trapdoor / Slit
- Underfloor Room / Underfloor Passage
- Steps / Pool
- Pool Water Contour Line Indicating Depth / Areas Above Floor Level



LARGE SCALE MAP: 1 HEX = 1 MILE

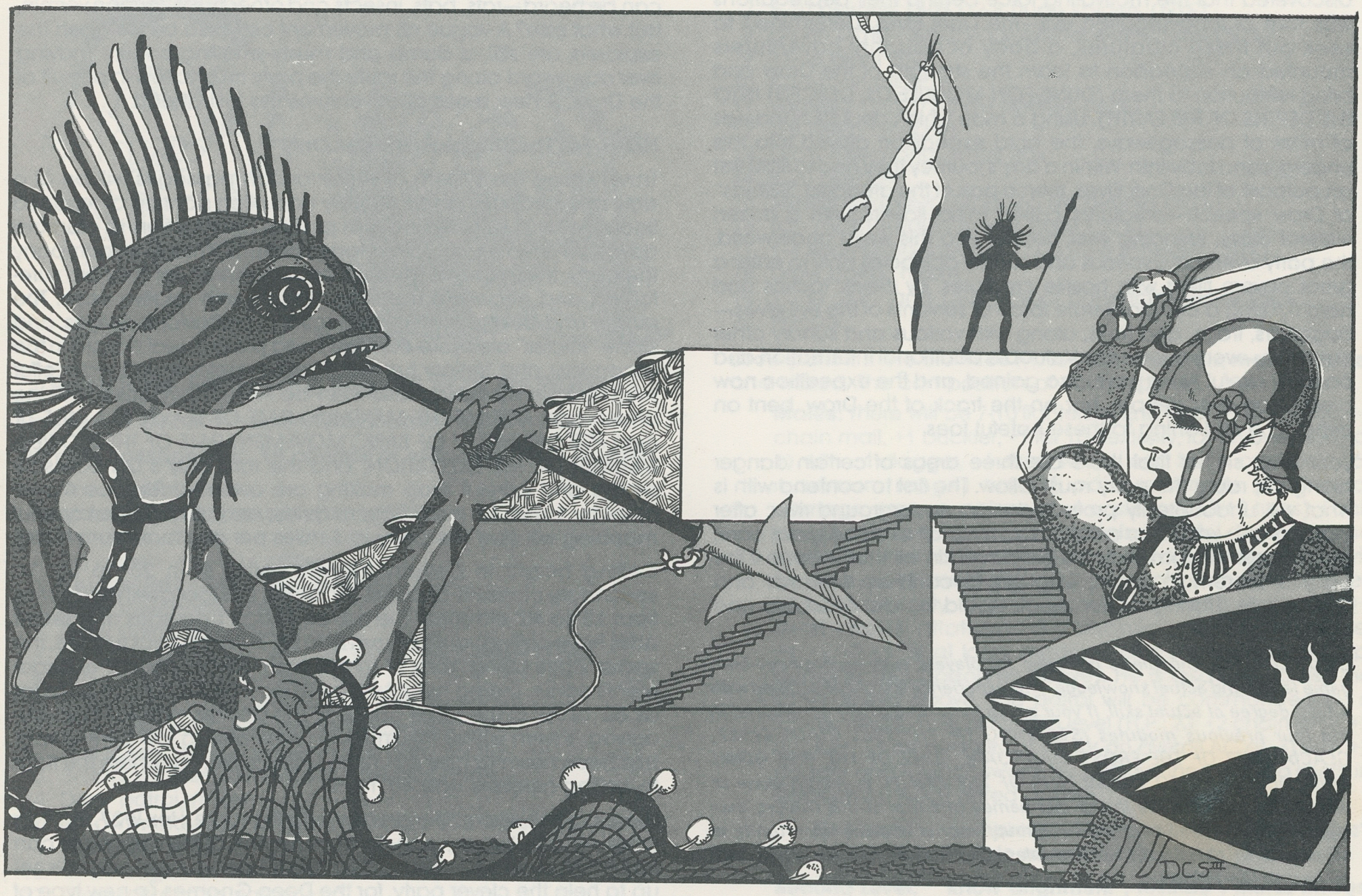
- Encounter Area Detailed in a Module of this Series*
- Major Encounter Area as Described Above*
- Encounter Area to be Designed by DM or in a Forthcoming Module*
- Major Encounter Area as Described Above*
- Waters of the Sunless Sea
- Islands of the Sunless Sea

*not shown to scale

- Primary Passage
- Secondary Passage
- Tertiary Passage
- Secret (Tertiary) Passage
- Underground River (80′ to 240′ wide)

Area Shaded is Shown on Players' Map

ADVANCED DUNGEONS & DRAGONS™



Dungeon Module D2
Shrine of The Kuo-Toa

by Gary Gygax

This module contains background information, a large-scale referee's map with a matching partial map for players, referee's notes, special exploration and encounter pieces, a large map detailing a temple complex area, encounter and map matrix keys, and an additional section pertaining to a pair of unique new creatures for use with this module and the game as a whole. A complete setting for play of ADVANCED DUNGEONS & DRAGONS is contained herein. This module can be played alone, as the second part of a series of three modules (with DESCENT INTO THE DEPTHS OF THE EARTH, D1, and VAULT OF THE DROW, D3), or as the fourth part of a continuing scenario (DUNGEON MODULES G1, G2, G3, D1, D2, D3, and Q1, QUEEN OF THE DEMONWEB PITS).

If you have found this module and its companions exciting, stay tuned for more action from The Game Wizards!

Distributed to the book trade in the United States by Random House, Inc. and in Canada by Random House of Canada, Ltd.

©1978, TSR Games

TSR Games
POB 756
LAKE GENEVA, WI 53147

ISBN 0-935696-06-7

PRINTED IN U.S.A.

Advanced Dungeons & Dragons

Dungeon Module #D2

Shrine Of The Kuo-Toa

Background: Having put down a rising of giants, it was discovered that the motivating force behind their depredations was that of long-forgotten evil—the Dark Elves. Determined to seek out these creatures, a body of doughty adventurers mounted an expedition to learn the strength of the Drow and bring retribution to them (DUNGEON MODULE D1, DESCENT INTO THE DEPTHS OF THE EARTH). Using a map which depicts hundreds of miles of passageways, the bold expedition delved into this underground labyrinth. Within a day's journey they had to fight first an outpost of the Dark Elves, then a pair of the dreaded "Illithids" of Drow speech—creatures called mind flayers, with a dozen wererat allies. Wending ever deeper into this weird underworld, the party overcame various and sundry obstacles only to enter a great cavern filled with hostile creatures. By clever tactics and hard fighting a conglomerate force of servants of the evil elves—bugbears, trogs, and trolls, along with various and sundry other monsters—were overcome. Valuable additional information and possibly useful items were also gained, and the expedition now presses on ever deeper, hot on the track of the Drow, bent on bringing a reckoning to these hateful foes.

Your map shows that there are three areas of certain danger along the route the party must follow. The first to contend with is what will undoubtedly prove to be an underground river; after that, no one knows for certain. You must all exercise great care, and utmost wisdom must be employed in all that is done if the party is to remain strong enough to continue onwards and downwards. Having to turn back would be dishonorable and possibly fatal . . .

CAUTION: *This module is designed for players with experience—both game levels and actual knowledge. This experience should be coupled with a high degree of actual skill. If your group has successfully adventured in the four previous modules (STEADING OF THE HILL GIANT CHIEF, GLACIAL RIFT OF THE FROST GIANT JARL, HALL OF THE FIRE GIANT KING, DESCENT INTO THE DEPTHS OF THE EARTH) or merely done so without undue difficulty in the last named (the first of this trilogy), they should perform well here. If your group has not had the opportunity to adventure in these previous modules, you should caution them with respect to the following:*

1. *The party should have an average level of not less than 9th, figuring multi-classed characters as 2 or 3 levels higher than the level of their strongest class.*
2. *The expedition should number at least 6 and be balanced as to class, with at least 1 magic-user and 1 cleric in a party of 6.*
3. *All members must be provided with magical items of offensive, defensive and curative nature.*
4. *Inform your players that they can "feel" from the pressures and magnetic forces prevailing in this weird underworld that* ***teleportation*** *will most certainly not work, and short of use of a powerful* ***wish****, they are committed to going and returning in the same manner—afoot and braving the dangers of random monster encounters as well as the evil inhabitants of certain areas.*
5. *If they do not wish to take a few risks, their characters should stay "home" and become shopkeepers or farmers.*

Then wish them luck!

As Dungeon Master, you should read all modules in this series before beginning this one, especially if you plan to have your players continue adventuring in the third one (VAULT OF THE DROW).

Start: This module begins in the primary passage which runs northwest, just beyond the "Caverns and Warrens of the Troglodytes" (DUNGEON MODULE D1), hex co-ordinate R20 on the master map. The passageway is about 30′ wide—a sample section is included in the encounter piece map page. The rough walls are hewn straight in places, and there are cracks and gaps here and there. The floor of the tunnel is occasionally littered with stone—fallen stalactites and bits of ceiling, and the walls show natural collapsing of small sections. Many glowing lichens are common here, and fire beetles are less so. The floor is damp, the walls are wet, the air is chill. Absolute quiet prevails when the party ceases their echoing progress, but if silence is maintained for a time small twitterings, rustlings, and faint echoes from far distant can be heard—rats, bats, insects and other subterranean vermin, but what else? A vague air movement can also be felt when the explorers are still, a damp and musty-smelling current moving ever downward along the route the party must follow in pursuit of the Drow. A new series of adventures lies just ahead . . .

Notes For The Dungeon Master Only

Travel along the system of subterranean passages will be at a slow rate because of the slippery and often slanting or terraced floors. Footing is treacherous in places, and the tiers to clamber down are often nearly 3′ from top to bottom. If mules accompany the party, these beasts will **not** slow movement, for they are sure-footed and negotiate the worst places with relative ease. The rubble and detritus, natural projections, protrusions, ledges, and stone "icicles" are more common and prove a real hazard in the secondary and tertiary tunnels. These lesser-traveled ways offer more places for lurking foes than do the primary arteries of the underworld. ASSUME THE MAXIMUM RATE OF TRAVEL IS 1 MILE (1 hex) PER DAY PER 1″ OF BASIC MOVEMENT RATE OF THE SLOWEST MEMBER OF THE EXPEDITION, and this rate only if unnecessary delays and careful map making are avoided. Reduce movement by 1 mile for every hour of delay, and assume that careful mapping will slow the party to 6 miles per day maximum travel.

Ceiling height in primary tunnels varies from 20′ to 50′. In secondary corridors of about 20′ width, the roof overhead varies from 15′ to 40′ distance. The narrow tertiary passages and secret adits have ceiling vaults of from 8′ to 25′ in the obvious tunnels, the secret ways being from 5′ to 15′ high. Where natural enlargements occur, ceiling height will be at least 20′, and it can be as far as 60′ or 70′ in the large caves. In the partially-natural, partially-carved cavern where this module terminates, a low central spot has been hewn to give a sunken shrine area. Elsewhere the floor to ceiling height is only 40′ to 50′.

There are two encounter areas along the route. Hex W27, the river crossing, can be very easy to accomplish, or the rash party can turn it into a deadly nightmare. A²31, a minor tunnel nexus, is set up to help the clever party, for the Deep Gnomes (a new type of gnomes detailed at the end of this module) will be likely to lend their numbers to the party. However, while neither area can be avoided, both can be moved through swiftly and at little cost, or gain, to the adventurers.

When a random or pre-set encounter occurs, use the special encounter piece included specially for the purpose—the sample passageway sections or the encounter pieces as appropriate. Note that encountered monsters will act/react with intelligence and organization commensurate with their mentality and social development. This is especially applicable with respect to the ancient race of Kuo-Toa People (also detailed fully in a separate section at the end of the module), who have a highly structured and complex society within their shrine area.

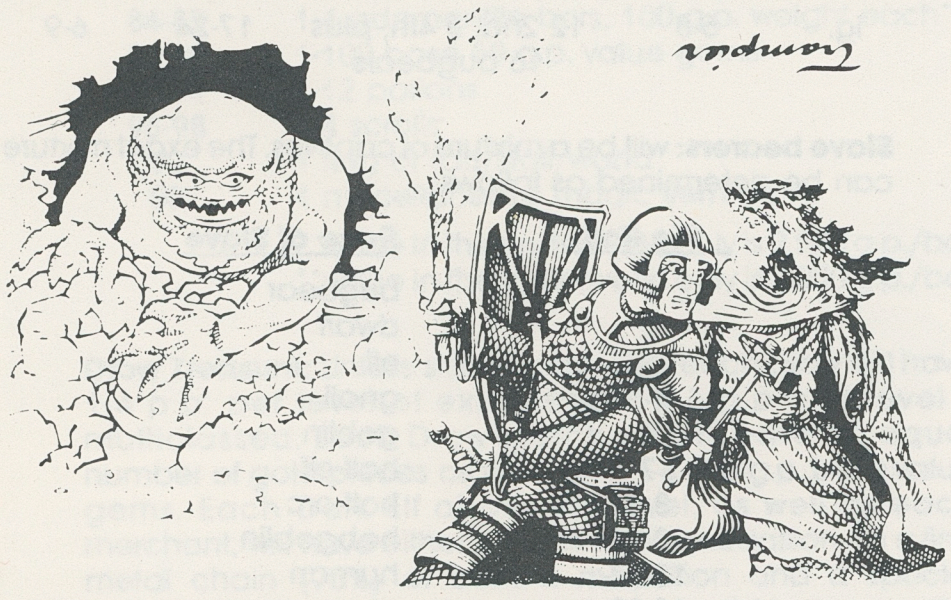
Camping for the night in a passageway (including a spur or room off of same) will incur a random monster check according to the passage type, but only 1 such check for a "normal" sleep period of 8 hours, unless the party simply flops down in the middle of the passage.

Finally, when the main passage nears the shrine chamber, the way will become quite well-lit for a subterranean tunnel, with many growths of the phosphorescent lichen growing along walls and even ceilings to shed a dim but constant light.

Separate encounter tables are given for random meetings with monsters in passages and at the terminus of the module. Familiarize yourself with all of these tables, and note the

composition of heretofore unknown parties of such creatures as the Kuo-Toa.

While many facts and details are given to you here, it is incumbent upon you, as Dungeon Master, to bring them to vivid life and give this setting a personality. Have fun.



RANDOM MONSTER TABLES FOR PASSAGES

Encounters occur as shown; check each hex (1 mile):

Primary Passage, 1 in 10 chance of encountering a monster

1. Drow patrol, males
2. giant slug (50%)/purple worm (50%)
3. Kuo-Toan clerics
4. 2-5 ghasts with 9-16 ghouls
5. rust monster (50%)/2-5 fire beetles (50%)
6. Drow merchants, small train
7. Drow patrol, females
8. 1-2 giant spitting snakes (50%)/2-5 fire beetles (50%)
9. Drow merchants, medium train
10. gas spore (50%)/1-4 trolls with 9-16 troglodytes
11. 3-12 shadows (50%)/2-5 fire beetles (50%)
12. gas spore (50%)/Kuo-Toan war party (50%)
13. 3-18 gargoyles (50%)/2-5 fire beetles (50%)
14. Drow patrol, mixed
15. yellow mold (33-1/3%)/brown mold (33-1/3%)/green slime (33-1/3%)
16. 19-24 bugbears with 25-30 slaves
17. Drow merchants, large train
18. Kuo-Toan pilgrims
19. black pudding (33-1/3%)/ochre jelly (33-1/3%)/gray ooze (33-1/3%)
20. Drow patrol, mixed

Secondary Passage, 1 in 12 chance of encountering a monster

1. 5-8 shriekers
2. 2-5 giant spiders (66-2/3%)/Drow merchants, medium train (33-1/3%)
3. Drow patrol, mixed
4. Drow merchants, small train
5. lurker above (50%)/2-5 fire beetles (50%)
6. 4-16 shadows (50%)/2-5 subterranean lizards (50%)
7. giant slug (50%)/Kuo-Toan war party (50%)
8. 2 subterranean lizards (huge, +4 h.p. per die)
9. bulette (50%)/giant spitting snake (50%)
10. 5-20 piercers (50%)/2-5 fire beetles (50%)
11. rust monster (50%)/2-5 subterranean lizards (50%)
12. Drow patrol, mixed
13. 2-5 ghasts with 9-16 ghouls
14. 13-18 bugbears with 19-24 slaves
15. purple worm (50%)/2-5 fire beetles (50%)
16. 2-5 ropers (50%)/giant constrictor snake (50%)
17. Kuo-Toan clerics
18. Drow patrol, males
19. Kuo-Toan pilgrims
20. 1-4 shriekers with 1-4 violet fungi

Tertiary Passage, 1 in 12 chance of encountering a monster

1. lurker above (50%)/2-5 fire beetles (50%)
2. 2-5 xorn (50%)/2-3 subterranean lizards (50%)
3. Drow patrol, mixed
4. 1-2 umber hulks (50%)/3-12 shadows (50%)
5. 2-8 Deep Gnomes
6. rust monster (50%)/2-5 fire beetles (50%)
7. 5-20 piercers (50%)/2-8 huge spiders (50%)
8. green slime (50%)/2-3 subterranean lizards (50%)
9. 11-30 giant ants
10. Kuo-Toan pilgrims
11. vampire (50%)/2-5 fire beetles (50%)
12. 2-8 Deep Gnomes
13. Drow merchants, small train
14. 5-20 piercers
15. slithering tracker (50%)/2-5 fire beetles (50%)
16. lich (50%)/Kuo-Toan war party (50%)
17. 1-4 shambling mounds (50%)/2-8 shriekers (50%)
18. Drow patrol, males
19. 11-30 giant ants (50%)/giant constrictor snake (50%)
20. trapper

Drow patrol: There are three types of Drow patrols, **male, female,** and **mixed**. The composition of each type is:

Males: There will be 7-10 fighters of 2nd level (H.P.: 9 each; +1 chain mail, +1 buckler, +1 for 15 dexterity, for an overall AC of 1) with +1 dagger, +1 short sword, and hand crossbow (6″ maximum range) and 10 poisoned bolts (1-3 h.p. of damage, save vs. poison at -4 or sleep for 3-12 turns). Each can use the equivalent of a **dancing lights**, **darkness**, and **faerie fire** spell (at 2nd level) once per day per spell. They will be led by a 4th level fighter (H.P.: 18; +2 chain mail, +2 buckler, +2 for 16 dexterity, for an overall AC of -2) with +1 dagger, +1 short sword, atlatl and 3 poisoned javelins (9″ range, +1/+2/+3 to hit at long, medium, and short range, 2-7 h.p. damage plus poison as above). He is also able to use the spells noted above. The patrol will be commanded by a fighter/magic-user of 5th/5th level (H.P.: 23; +2 chain mail, +2 buckler, +3 for dexterity of 17, for an overall AC of -3) with +2 dagger and +2 short sword. He will have the following spells in addition to those noted above:

First Level:	**comprehend languages, detect magic*, magic missile (x2), sleep**
Second Level:	**know alignment*, levitate*, mirror image, web**
Third Level:	**fireball**

*innate power of Drow over 4th level

Females: There will be 7-10 fighters of 3rd level (HP.: 15 each; +1 chain, +1 shield, +2 for dexterity of 16, for an overall AC of 0). They are armed as are males. Each can use the equivalent of **clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire,** and **suggestion** spells (at 3rd level) once per day per spell. They will be led by a 5th level fighter (H.P.: 25; +2 chain mail, +2 buckler, +2 for dexterity of 16, for an overall AC of -2) with +2 dagger,+2 short sword, atlatl and 3 poisoned javelins. She can use the spell powers noted above plus **detect magic, know alignment,** and **levitate.** The patrol commander will be a female cleric of 7th level (H.P.: 35; +3 chain mail, +3 buckler, +3 for dexterity of 17, for an overall AC of -5) with +3 mace. She will have the following cleric spells in addition to those powers noted for the 5th level commander:

First Level:	**cause light wounds, cure light wounds (x2), fear**
Second Level:	**hold person (x2), silence 15' radius**
Third Level:	**cause blindness, prayer**
Fourth Level:	**tongues**

Mixed: Mixed patrols will always contain 2 2nd level male fighters and a 4th level fighter with the same statistics as

shown above for a patrol of male Drow. With the Drow will be a number of lesser (by Drow standards) creatures to bear the brunt of any fighting. The type of creatures and number are as follows:

PRIMARY PASSAGE:

Die	Creatures
1-3	11-16 bugbears (H.P.: 15 each) with ring mail jacks and large shields (AC 3) and each armed with heavy morning stars (+2 on damage) and 2 heavy spears. One will be a leader (H.P.: 24) attacking as a 4 hit dice monster and adding +1 to damage from all weapon hits he scores.
4-5	2 trolls and 11-16 troglodytes (H.P.: 9 each) armed with a stone battle axe and 3 javelins each. One will be a leader with 3 hit dice (H.P.: 14) and carry a sword and 3 javelins.
6	4 ghasts and 7-12 ghouls.

SECONDARY PASSAGE:

Die	Creatures
1	11-14 bugbears as above.
2-5	2 trolls and 11-16 troglodytes as above.
6	4 ghasts and 7-10 ghouls.

TERTIARY PASSAGE:

Die	Creatures
1-3	2 trolls and 7-10 troglodytes as above.
4-6	4 ghasts and 5-8 ghouls.

Drow merchants: Each Drow merchant is male and a cleric/fighter of 4th/4th level (H.P.: 18; +3 chain mail, +3 buckler, +1 for dexterity of 15, for an overall AC of -3). Each is armed with a +2 mace. They have the following spells:

First Level: cure light wounds (x2), detect magic

Second Level: hold person, speak with animals

In addition, they have the usual Dark Elven spell-like abilities of **dancing lights, darkness,** and **faerie fire** once each per day at 4th level of experience.

The size of the train determines the components. The guards will conform to the same level of fighter found in a patrol of male Drow, or mixed patrol with respect to bugbears.

Train Size	Number of Merchants	Guards and Level	Slave Bearers	Pack Lizards
sm.	1-2	2 2nd, 1 4th, plus 4 bugbears	5-8	1-2
med.	3-4	6 2nd, 2 4th, plus 8 bugbears	9-16	3-4
lg.	5-8	12 2nd, 3 4th, plus 16 bugbears	17-24	6-9

Slave bearers: will be a mixture of captives. The exact mixture can be determined as follows:

Die Roll	Race of Slave
1	bugbear
2	dwarf
3	elf
4-5	gnoll
6	goblin
7	half-elf
8-9	half-orc
10-12	hobgoblin
13-17	human
18-19	orc
20	troglodyte

Bearers are always leg chained in files of up to 6. Bugbear and troglodyte slaves are former servants who are enslaved for disobedience, committing some error, etc.

Pack Lizards: These creatures are a breed of subterranean lizard—slow, sturdy, strong, stupid, and not easily panicked. The statistics on these creatures are:

ARMOR CLASS: 5
MOVE: 9″
HIT DICE: 6+6
NO. OF ATTACKS: 1
DAMAGE/ATTACK: 2-8
SIZE: L (15′ long, broad backed)

These creatures seldom will attack anything unless harmed first. Their loads are carried on special back harnesses.

Goods Carried: In addition to the normal (relatively worthless) goods (cloth, leathers, wood, foodstuffs, wine, etc.) typically found in a Drow merchants' train, there is a chance that some valuable items will be carried. The chance is 30% for a small, 45% for a medium, and 75% for a large train. If valuable items are indicated, roll on the following table, once for a small train, twice for a medium train, thrice for a large train:

Dice Roll	Treasure
01-45	110-300 silver ingots, 100 g.p. weight each
46-75	31-50 gold ingots, 100 g.p. weight each
76-80	5-10 platinum ingots, 100 g.p. weight each
81-83	2-5 mithril bars, 100 g.p. weight each*
84-85	1-4 adamantite bars, 100 g.p. weight each**
86-89	1-100 base 50 g.p. value gems
90-94	5-12 potions
95-98	1-4 scrolls
99	1 ring or rod/staff/wand
00	1 miscellaneous magic item

*value in the underworld only is 2,500 g.p./bar
**value in the underworld only is 4,000 g.p./bar

Drow Treasure: Unless stated otherwise, each Drow will have 1-4 p.p. per level of experience, 2-8 p.p. per level if multiclassed. Each Drow merchant will have an equal number of gold pieces as well , and 1-4 100 g.p. base value gems. Each Dark Elf above 4th level, as well as each merchant, will have either a black metal medallion on a fine metal chain (75%) or both a medallion and a special broach (25%). These pins are always well hidden on the person of the merchant. Dice for which particular broach type is possessed, all merchants in a train having the same kind:

Die Roll	Description of Broach
1	blue enameled prism
2	white enameled morel mushroom
3	bronze coiled whip
4	silver crescent
5	tan enameled puffball mushroom
6	iron hook, black
7	russet enameled shelf fungi
8	brass chain links (3)
9	yellow enameled mushrooms (2)
10	pewter bars (4)
11	violet enameled urn
12	pink enameled horsetail mushroom
13	red enameled gem
14	lilac enameled star of 5 points
15	green enameled lozenge
16	white enameled bone

Special Note Regarding Drow Cloaks, Armor, and Weapons: All of these items have special properties, although none of them radiate any magic. The items are made under the conditions particular to the strange homeland of the Drow, for this place has unknown radiations which impart special properties to these cloaks, armor and weapons. When such items are exposed to direct sunlight a rotting process sets in. The process is absolutely irreversible, and within 2 weeks cloaks will fall to shreds, while armor and weapons become pitted and unusable. If items are not exposed to sunlight, they will retain their magical properties for 31-50 days before losing them, and if they are exposed to the radiation of the Drow homeland 30 or so days, they will remain potent. Items not spoiled by sunlight will eventually lose their special properties if not exposed to the special radiation, but they will remain serviceable as normal cloaks, armor, shields, swords, maces, etc.

Drow sleep poison decays instantly in sunlight. Its power is lost after about 60 days in any event, and the coating on the small bolts and javelins must be periodically renewed with fresh applications of the fungoid substance. The Dark Elves will often have small barrels filled with several packets of this poison, each sealed to insure the poisonous substance remains fresh for about 1 year.

Troll and troglodyte groups are Drow servants, usually checking on something specific or going to report for service.

Ghast and Ghoul groups are Drow connected. They report to the female Drow nobles and serve the deity of the Drow.

Bugbear and slave groups are maintanance crews going about their duties of clearing paths and passages blocked by rockfalls or anything else.

Shadow groups are spies for the Drow, for they are the major creations of the Drow deity.

Kuo-Toan Clerics: A party of these priests will be going to or coming from the shrine. Kuo-Toa are detailed fully at the end of the module. The party will consist of the following:

7-12	2nd level fighters armed with shield, dagger, and spear
5-8	2nd level fighters armed with dagger and short bow
2	4th level fighters armed with dagger and harpoon
4	3rd level clerics, each with these spells: **First Level: cure light wounds, light** **Second Level: hold person**
1	7th level cleric with the following spells: **First Level: bless, detect good, detect magic** **Second Level: silence 15' radius, snake charm, speak with animals** **Third Level: dispel magic, prayer** **Fourth Level: protection from evil 10' radius**
5-8	slave bearers carrying supplies and fire beetle abdomen lights.

Slave bearers will be a mixture of captives; the exact mixture is found on the table below (d20):

Die Roll	Race of Slave	Die Roll	Race of Slave
1	dwarf	8	half-orc
2	elf	9	hobgoblin
3	gnoll	10-14	human
4-5	gnome (Deep Gnome)	15-16	lizardman
6	goblin	17-18	orc
7	half-elf	19-20	troglodyte

Kuo-Toan Pilgrims: A party of these travelers will consist of the following individuals:

13-18	unarmed Kuo-Toans (males)
1-6	unarmed Kuo-Toans (females)
2-5	3rd level fighters armed with dagger and short bow
1	5th level fighter armed with dagger and harpoon
1	**monitor** (see section on Kuo-Toa People) leader
2	3rd level clerics with spells as noted for Kuo-Toan clerics above
11-14	slaves bearing the party's food, clothing, and various worthless gear and shell offerings to or tokens of "Sea Mother" (see above for slave types, see hereafter for details of the goddess). (If pilgrims are traveling away from the shrine, half the number of slaves will be present as the balance will have been sacrificed.)

Kuo-Toan War Party: These creatures will occasionally go forth to capture slaves or raid a group that is hostile to their kind or has given offense to Sea Mother. A war party will consist of:

24	2nd level fighters armed with shield, dagger, and spear
8	2nd level fighters armed with dagger and short bow

8	3rd level fighters armed with dagger, net and spear
4	5th level fighters armed with dagger and harpoon
2	8th level fighters armed with dagger and harpoon
1	10th level fighter armed with dagger and harpoon
2	**monitors**
4	3rd/3rd level fighter/assassins ("whips") armed with dagger, spear, and garrote
1	7th/7th level cleric/assassin armed with a **pincer staff** (see section of Kuo-Toa People at end) and garrote and having the same spells as a 7th level cleric with a party of that ilk, except that as a Second Level spell he will have **hold person** rather than **speak with animals**, and **tongues** rather than **protection** as his Fourth Level spell.
12	slave bearers with miscellaneous gear and equipment (who can also be eaten if the need arises)

Hit Dice: These creatures have the following hit points:

Level	Number of Hit Dice	Hit Points for Males	Hit Points for Females
2	2	12	10
3	3	18	15
4	4	28	24
5	5	35	30
6	6	42	36
7	7	56	49
8	8	64	56
9	9	72	—
10	10	90	—
11	11	99	—
12	12	120	—

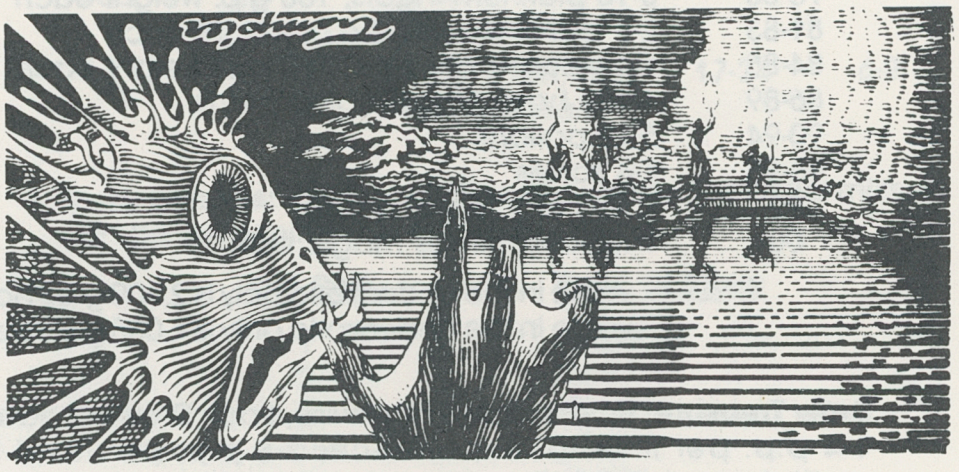
Treasure: Each Kuo-Toan will have 1-6 e.p., g.p., and p.p. per level. Those above 5th level will have 1 base value 100 g.p. pearl per level above the 5th. Those above 8th will have 1 pearl of 500 g.p. base value per level above the 8th in addition to the other pearls.

Deep Gnomes: These relatives of common gnomes are reclusive creatures of neutral (with good tendencies) alignment. Full details are given in a separate section at the end of this module. Those encountered will be:

2-5	3rd level fighters (H.P.: 20 each; AC2) armed with (non-magical) +1 dagger, +1 military pick, 7 +1 darts (1-4 h.p. damage, poison gas stuns/slows, 40′ range) which they can loose at 2 per round
1-2	4th level fighters (H.P.: 25 each; AC 1) armed as above but having in addition 3 acid-filled darts (2-8 h.p. damage and destroy 3″ diameter of armor where hit occurred).
1	5th level fighter (H.P.: 30, AC 0) armed as are 4th level fighters, but with a +2 military pick.

Note: Deep Gnomes are 20% magic resistant, plus an extra 5% per level over 3rd, i.e. 25% of 4th, 30% of 5th, etc. Each is able to employ the following illusionist-like spells once each per day: **blindness, blur, change self**. Each radiates **non-detection** continually. They immediately see any illusion or phantasm. They make all saving throws at +4, except against poison, which is at +2.

Treasure: Each Svirfneblin (Deep Gnome) will carry 4-20 base value 10 g.p. gems.



ENCOUNTER AREA W27

Use encounter piece IV for the crossing of the Svartjet River. The surface is very smooth here, as the channel is over 80′ deep. On the far bank, in the cove shown, is moored an 8′ x 14′ barge with a sculling oar. This barge is operated by a Kuo-Toan of great size and strength (18/00)—a rogue **monitor** (AC 0, 90 hit points)—with 18 dexterity. He is quite chaotic and a bit insane. He is 13th level for purposes of attack and saving throws. He moves at normal monitor speed (18″) and attacks 4 times per round (2 x 4-10, 2 x 2-5 biting), always to kill. Thoopshib may be unbalanced, but he is very sly. Normally, any creature acquainted with his service will whistle or call for service, pay a fee of 1 p.p. (or its equivalent), and be ferried across. The solitary Kuo-Toan does not care who or what he transports. If the barge is threatened or attacked, he will leap into the Svartjet and summon his only companion, a giant gar over 30′ long with AC 2 and 65 hit points. It stays just upstream from the crossing area, and if it is urged on by Thoopshib, it has a 15%/round chance of upsetting the barge. The gar will bite for 7-28 h.p. of damage 80% of the time anyone is in the water there, 25% if walking on the water, and only 10% if levitating or flying up to 20′ above the water.

The noise of the river will mask normal sounds from the hearing of the Kuo-Toan, but bright light in the cavern will certainly attract his attention. He will come forth and offer in the common speech of the underworld to take the party across for the proper fee each. Each time he repeats this offer (and it will not be understood by the party without magical aid or an interpreter), he has a 10% cumulative chance of going berserk and attacking. When Thoopshib sculls the barge, it will take him only 6 rounds to travel directly across to moor the barge in the opposite bank cove. If others scull the craft, it will take twice that long, they will move diagonally downstream, and there will be no possibility of mooring the barge, so it will be carried off downstream by the current after disembarkation. If he is somehow forced to take a party across, Thoopshib will leap into the Svartjet in midstream, taking the sculling oar with him, and seek his giant gar friend. The barge will be carried downstream at a rate of 9 miles per hour. There is 70% chance that the vessel will ground at hex B²24, but failing that it will continue at an average speed of 5 miles per hour all the way to the Sunless Sea. Travel upriver in the barge is impossible. It is not possible to walk along the riverside.

One of the side caves serves Thoopshib as a home. He has a large pile of dried seaweed to sleep on, various shell and stone containers and utensils, and odds and ends of worthless gear about the place. He has found a natural pot in the floor, however, and a stalagmite thrust into the mouth of this opening appears to be quite natural. Beneath this stopper he has sequestered: 1,420 g.p., 691 p.p., 77 10 g.p. value gems, 2 **extra-healing** potions, a black metal medallion with a spider relief on 1 side and the head of a female Drow on the other, a **poisonous cloak**, and a gold sphere (a 9 hit dice **fireball** from a **necklace of missiles**).

ENCOUNTER AREA A²31

Use encounter piece V when this area is reached. Describe the multitude of openings available to the party, and indicate that this area is faintly lit by the glowing lichens and phosphorescent streaks of mineral in the walls of the passageway. They will **not** see any creatures or hear any noise, but there are 8 Deep Gnomes (as described previously under random encounters) watching them from hiding. If the party stops and searches the area—or calls out in friendly terms—the Svirfnebli leader will show himself and offer the peace sign, recognizing the party as creatures from the upper world. He will converse in sign language, or speak normally if some magical means of communication/understanding is available. If the adventurers offer not fewer than 1 100 g.p. gem per Deep Gnome, and agree to going "halfies" on any others taken, the Svirfnebli will certainly agree to accompany the party to the shrine cavern.

The Deep Gnomes hate the Kuo-Toa People as much as they despise the Drow, and this group has spied upon the shrine, for they are prospecting in the area. As they have just taken the last gems from a vein here, they are willing to get others from their enemies. Naturally, the small fighters know the passages well, and they have small secret passages which allow them to spy upon the shrine from high on the walls or from above.

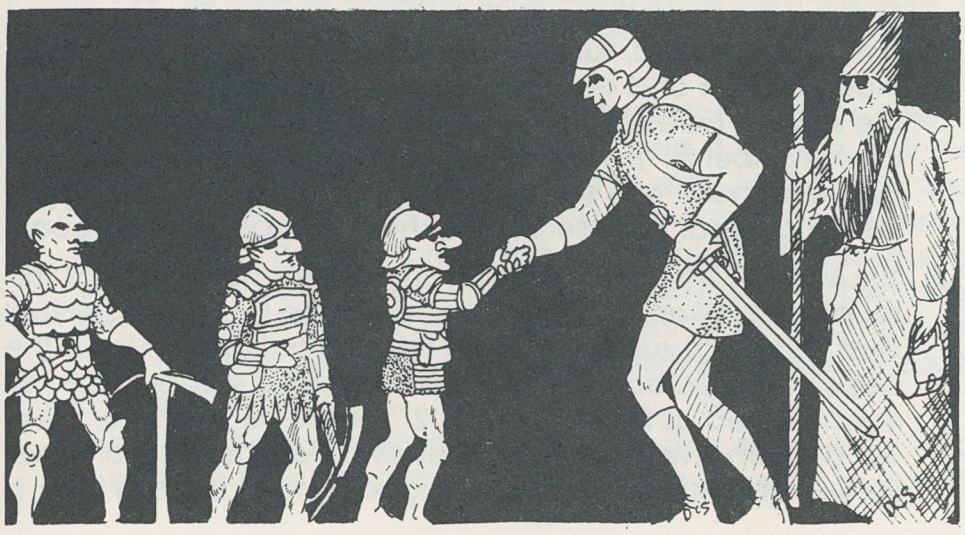
The Deep Gnome leader is Trosli Garnetgetter, of a very respected family. He has an ability normally possible only to Deep Gnomes of higher level; that is, he is able to call a creature from the Elemental Plane of Earth once per day to serve or otherwise aid him, but this Trosli is loath to do, for he must pay the elemental creature in fine gems. The creature answering the call is determined at random using the following table:

Die Roll	Result
1	24 hit dice earth elemental
2-7	16 hit dice earth elemental
8-12	12 hit dice earth elemental
13-16	8 hit dice earth elemental
17-19	xorn
20	summons fails

Each of these Svirfnebli has a small tablet compounded of special minerals which restores 4 hit points of damage, while their leader has a full dozen extra of these curatives. Trosli Garnetgetter also has a pouch containing 6 large stones which shatter and release an obscuring gas (15′ diameter cloud, 10′ high) when smashed by hurling against a hard surface, as well as 4 yellowish rocks which release poison gas in a similar cloud when smashed.

Each of these Deep Gnomes has double the number of gems usual to their kind, i.e. 10-40 base 10 g.p. gems.

Remember that each of these characters radiates **non-detection**, and is able to use **blind, blur,** and **change self** (as illusionist spells of the same name) once per day.



KEY TO THE SHRINE OF THE KUO-TOA PEOPLE

Wandering Monsters:

Encounter occurs 1 in 12, check each turn:

Western Half	Eastern Half
1. Drow merchants, small train	1. Kuo-Toan pilgrims
2. Kuo-Toan guards*	2. Kuo-Toan priests
3. Drow merchants, large train	3. Kuo-Toan monitor
4. Kuo-Toan monitor	4. Kuo-Toan pilgrims
5. Drow merchants, medium train	5. Kuo-Toan guards*
6. Kuo-Toan pilgrims	6. Kuo-Toan pilgrims
7. Kuo-Toan priests	
8. Drow merchants, small train	

*guard parties are composed exactly as noted in 5. below

A KUO-TOAN PILGRIM APARTMENT: From 3-6 of the Kuo-Toa will be found in each such apartment. If 5 or 6 are indicated, 1 is female. All are simple 2nd level creatures and unarmed. The sparsely furnished chamber will have mounds of seaweed on wooden sleeping pallets, a rough bench, a small table and several stools. Walls are about 1½′ thick, doors are of (precious here) wood with iron bindings. Each pilgrim will have 2-8 each e.p., and p.p.

B BARRRACKS: Each barracks chamber holds the number of troops shown in parentheses after the **B**. These are special shrine guards with 12 hit points each, commanded by a "sergeant" of 4th level with 28 hit points. The arms used are:

- 50% with shield, dagger, and spear
- 50% with dagger, net, and spear
- leaders have dagger and harpoon

BF BARRACKS, FEMALE: These correspond to the barracks noted above, but the soldiers therein are female Kuo-Toans. Each of these 2 areas houses 16 females of 2nd level (H.P.: 10 each) armed with dagger and short bow. There are 2 3rd level (H.P.: 15) "sergeants" in command at each barracks, armed with shield, dagger, and spear.

C COMMON ROOM: These are areas specially set aside for pilgrims to meet, have meals, read, etc. There are a number of tables, benches and stools in each such room—2-8 of each if a number is needed. There are words of praise to "Sea Mother" painted on the walls and religious tracts on tables. There will be from 1-8 pilgrims in a common room at any given time.

M MONITOR POSITION: The Kuo-Toan at these positions is an always alert monk-like fighter of 7th level (H.P.: 56) who guards the area and assures peace and tranquility for worshippers at the shrine. (See 27. below and the special section on the Kuo-Toa People for more information.)

W See room 33.

1. ENTRANCE TO THE LOW CAVITY: The party is met by a chilling scene when first they step far enough northwest to view the dimly lit space ahead. Greenish phosphorescence from lichens, coupled with a grayish luminosity from slug-like creatures as large as a man's fist which crawl everywhere (walls, ceilings, floors) give the area an undersea appearance, and a strange salt tang is in the air to enhance this impression. Directly to the north the adventurers will see a huge dark green creature, rather like a giant lobster-headed woman, with one pincer raised and the right extended ahead and open. This stone idol is detailed at 4. below. The walls and pavement of this place are well-made, but very worn. Obviously, this area is old. It feels alien and foreboding.

The shape of the stones and the illumination of the area are wrong to any creatures from the upper world, particularly warm-blooded ones. A glance left and right will reveal the archway to the west and the 20′ wide, 40′ high opening leading east.

As the group proceeds further into the area, they will note the stairs up to the west and the slits in the east wall of the entranceway. The bend of the eastern corridor will be noticed if the area is observed. Looking ahead, the adventurers will see that the space to the north is a great sunken area, and if they proceed closer they will observe it is an arena or pool filled with translucent green water and surrounded by 6 tiers of stone benches, the whole forming a square around a raised stone platform in the middle of the 25′ deep depression (actually 30′ deep with 5′ of water in it). Northeast and northwest will be seen stone block walls with one arched entry on each side and many narrow (1′ wide x 3′ high) slits piercing them at about 20′ above floor level. The whole area is quiet, but there is a definite feeling that there are other creatures about, hostile creatures, alien things.

At this point any intelligent creatures observing the party will ignore it. This is a place where traffic is not uncommon, and those entering are permitted to approach the shrine and make obeisance to Sea Mother, obtain the required "passes", and move on. (See 3. below.) The shrine community is organized only with respect to its guards and heirarchy, not its pilgrims or passersby.

2. RAMP AND STAIRS: The ramp leads to a flight of broad steps which give into the pool of water surrounding the idol. From this position it will be evident that the seats of the arena will hold about 2,000 creatures of approximately human size. The depth of water in the pool cannot be determined due to its transluscent quality. The 20′ tall idol atop the dais can be seen as stone. Although the rising tiers of the pyramid obstruct vision northward, it can be observed that there is some sort of opening in the northern wall of the place.

   When the party descends to the place where the water meets the steps, they will have to measure with a pole of some sort, or actually enter the water, to find its depth. If the party stays on a direct route to 3., the steps leading up to the first tier of the pyramid, they will be safe, but there are dozens and dozens of leeches elsewhere in the pool, and these will attack any warm-blooded creature at a rate of 1-4 per 10′ traveled. All are small for their kind, having only 1 hit die, but they are very hungry. Of course, the Kuo-Toans can pass amongst these creatures without being molested.

3. STEPS OF THE ZIGGURAT: If the group reaches this point they will be able to see low altar stones with shells upon them. There are 2 such containers on the first tier of the ziggurat, and other pairs on each successively higher altar. Each tier of the pyramid is 12′ high, and the steps are steep. These steps must be ascended by all creatures passing through, so that homage can be paid to the goddess, an offering paid, and passage continued elsewhere. Groups coming in from other tunnels are held in waiting areas while appointed reprentatives perform the necessary obeisance.

   First Altar: This block of white stone tinged with green splotches is relatively small (2′x2′x4′ long) and has 2 ordinary-looking basin-sized sea shells atop it. On the left is one filled with 337 gold pieces; on the right is a shell filled with fresh water and snail shells. (Pay 1 g.p. per person—excluding slaves and lowly servants, of course—and take a snail shell pass for each, and present them to the guards as usual.)

   Second Altar: This stone block is blue and twice as large as the one below it. It holds 2 beautiful shells with silver chasing upon their edges and ridges. Upon the left the shell basin is filled with brackish water and crab claws; the one on the right contains 71 p.p. and 18 gems of 10 g.p. value each. Worshippers of the Kuo-Toan goddess go here and pay for a crab claw pass. The guards will accord friendly treatment and escort for 1 mile to such persons, but they must know the secret sign/counter-sign of worshippers of Sea Mother (fore- and middle fingers raised in a "V" as the claw of Sea Mother, the same sign from the left, with fingers pointing ahead as the counter), with the utterance of Sea Mother's true name (Blibdoolpoolp, pronounced Blibbb - doool - pooolpp).

   Third Altar: This green stone is 3′ x 3′ x 6′ long and holds two gold inlayed shells with insides of mother of pearl. The shell on the left holds salt water and live lobsters, the one on the right contains 24 base 100 g.p. gems and 16 pearls (base value 500 g.p.). Supplicants for a special favor from Sea Mother take a lobster to the pool at 15., and place it prayerfully there. Any other use of an offering is sacrilege! A gem or pearl is offered up when the lobster is taken. Approach to the tier should only be made by means of the north ramp; if any other mode of approach is observed, the Kuo-Toans will regard the action as defilement of the shrine and react accordingly, i.e. a full-scale alarm and attack.

4. IDOL OF BLIBDOOLPOOLP, SEA MOTHER: Upon the summit of the ziggurat stands a malachite statue 20′ tall. It appears to be a nude human female body, with articulated shell covering the shoulders, and a lobster head and claws in place of the expected human head and arms. The right claw is open and raised, the left is open and held out about 8′ above the floor of the tier. The idol will not move or come to life, but it is possible to be **gated** to her on the Elemental Plane of Water. Blibdoolpoolp's name is carved into the base of the statue in Kuo-Toan characters. If the extended left claw is grasped while the individual stands upon the altar, and her name is pronounced correctly (Blibbb - doool - pooolpp). the creature is immediately transported to deep waters of the plane where Sea Mother holds court. (If the individual cannot breathe water, he, she, or it is immediately in Blibdoolpoolp's debt for having the goddess save the individual from drowning by magic spell.) The individual coming before Sea Mother must offer the goddess from 10,000 to 60,000 g.p. value in pearls, or double that amount in gems, or risk the wrath of Blibdoolpoolp. She will grant a small favor to the individual making an offering, and then return the individual to the altar before her idol. Those without offerings are **geasquested** not to harm or cause to be harmed or aid in the harming of any worshippers of Sea Mother. They must further contribute 60,000 g.p. value in gems to the shrine (or bring in a number of Drow whose combined levels equals 1/100th of the g.p. value for sacrifice—Blibdoolpoolp hates the Dark Elves, but cannot oppose their patroness and other helpers directly!). The individuals are then returned to the altar, with the ability to speak Kuo-Toan and marked secretly so that all the Kuo-Toa People will recognize one in the service of Blibdoolpoolp.

   Note: From the upper tier of the ziggurat the guards at 5. can be distinguished.

5. GUARD POST: There is a squad of soldiers here, 8 2nd level (12 hit points each), with a 3rd and 4th level (H.P.: 18, 28) fighter in charge. 5 face to the north, 5 to the south. They are here to check and regain the tokens of homage to Sea Mother from those who pass through the shrine cavern. Those without passes are netted, subdued, and taken to location 9. (D) for incarceration and eventual sacrifice. If they are threatened, the soldiers here will alert location 6. ("Corporal of the guard, post number 5!"). The 2nd level troops are evenly divided between those with shield, dagger, and spear and dagger, net, and spear. The "sergeants" have dagger and harpoon.

6. PALACE OF THE PRIEST-PRINCE: The entire north wall at this location is taken up by the palace of the Kuo-Toan spiritual and temporal ruler, the Priest-Prince Va-Guulgh. Upon the steps of the palace are posted 8 2nd level soldiers (H.P.: 12 each; armed as 5. above) with 2 "sergeants" (H.P.: 18, 28) of 3rd and 4th level exactly as 5. above. Also there is a 6th level fighter (H.P.: 42; armed with dagger and harpoon) who is

official herald; this fighter also bears a shell horn upon which an alarm is blown if the area is under attack, and this alerts positions 5., 30., 32., and the barracks 60′ immediately southwest. Other positions can hear the alarm, but it must be sounded a second time to alert **all** soldiers to come to the palace. If it is blown a third time, all Kuo-Toans in the shrine cavern will then come to battle with the enemy.

The ancient facade of the palace is carved from living rock. Upon it are pillars, and columns, hewn so as to give the place an imposing aura. Upon its walls are bas-relief figures of all sorts of sea creatures and Kuo-Toans carved so as to present the appearance of coming towards the entrance of the palace. Crab-like creatures with Kuo-Toan heads are carved into the stone near the doorway, the stony gaze of these weird sentinels appearing to fall upon all who ascend the steps.

7. THRONE ROOM OF VA-GUULGH: Immediately to the north of the arched entrance to the throne room is a low dais with a shell throne upon it. The throne is a strange chain carved of white coral, set about with rare sea shells and sculptings in ornamental stone of octopi, crabs, eels, and fish. There are 32 base 100 g.p. pearls and 16 base 500 g.p. pearls set as eyes for these sculptures, and there are 4 figures of crabs fashioned from precious red coral (each of these is worth 6,000 g.p.) which can be pried from the settings of the throne. Flanking the throne are a pair of malachite statues 7′ tall, each resting on a pedestal 3′ high—copies of the idol of Sea Mother in the shrine area. They have no value and hide nothing. Each, however, radiates a faint dweomer, as Blibdoolpoolp uses them to view what happens in the chamber—50% chance that she will do so on any given turn.

   The floor of the palace is of polished serpentine, and the 6 pillars in the chamber are carved of white marble in the form of water spouts. The whole place is alive with a shifting green luminosity from the glowing green and gold ceiling overhead.

   The throne room is guarded by 6 cleric/assassins of 6th/6th level, one before each pillar. Each is armed with dagger, harpoon, and garrote. They will attack any intruder in the most effective manner. Their spells are:

First Level:	**cure light wounds, darkness, fear**
Second Level:	**chant** (3), **detect charm** (3), **hold person, know alignment** (3), **resist fire** (2), **silence 15' radius** (1)
Third Level:	**blindness, dispel magic**

   Each possesses the above listed spells, except those spells followed by a number, which are possessed by the number of cleric/assassins noted for those spells.

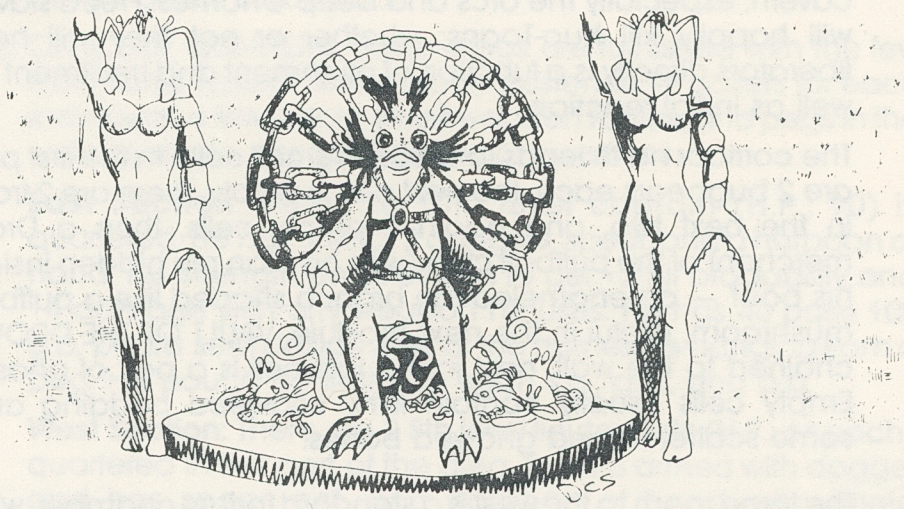
   The eastern archway leads to a private audience chamber and council room. It has an upper balcony which extends along three sides of the place. There is a long stone table, a throne chair, and 6 smaller stone chairs in the center. There is nothing of value, although the wall murals of undersea scenes, inlaid in bits of colored stone, appear valuable to those not able to determine the worth of the minerals used to form them. In other respects this place is much the same as the throne room.

8. PRIVATE WING: The western wing of the palace is given over to the personal pool of Va-Guulgh, and it is here that he entertains honored and important guests. All the area is of green stone—serpentine, malachite, and slate. The pillars in the center of the pool are a mixture of malachite and azurite, carved so that they go from green to blue in their upper parts. The waters of the pool are of transluscent green, and here it is likely that the priest-prince will be desporting (unless an alarm has been sounded).

   There are 2 4th level fighters, 1 to either side of the pool, who guard the ruler. Each has 28 hit points, but neither is armed. They will give warning of any intruder. Va-Guulgh wears only a harness with a dagger. He has 90 hit points, being a 10th/10th level cleric/assassin with the following spells available:

First Level:	**command, cure light wounds, detect magic, protection from evil, protection from good**
Second Level:	**hold person, resist fire, silence 15' radius, spiritual hammer**
Third Level:	**continual darkness, dispel magic, prayer**
Fourth Level:	**cause serious wounds, tongues**
Fifth Level:	**plane shift, true seeing**

   If given the chance, Va-Guulgh will flee through the secret door to the west if threatened by powerful antagonists. Otherwise, he will attempt to seek safety in the bottom of the pool, where various fish, shellfish, crabs, turtles, and other creatures will obey his commands to obscure his movements and hinder the passage of any enemies. (There are several large clams which can hold a limb with a strength of 18/01). If this fails, he will either go down to the underlying rooms or fight to the death.



   Secret Room: This small area is known only to the ruler of the place. The door has an iron bar, and Va-Guulgh will use it to secure the door from any chasing him. He will then proceed to equip himself with a pair of **speed boots,** a **ring of protection** +3 (which has 6 charges for saving throw purposes before it is totally drained and useless), and a **trident of submission**. There is also a pouch of 20 500 g.p. base value pearls there, and he will attach this pouch to his harness. If the priest-prince conceives the situation to be hopeless, he will abandon the shrine entirely, making for the Svartjet or Pitchy with all haste to alert the main community of Kuo-Toa People of the dire events at the shrine. If the situation can be recovered, he will attempt to rally his troops and counterattack.

   Lower Area: The stairs to the south lead westwards to a lower complex of rooms, each secured by a very thick wooden door with iron bindings. The 2 rooms to the south and east are those of the priest-prince. He has various items of furnishing there, including a couch, 4 chairs, 2 large tables, a small table, 2 benches, and a large cabinet in which are several special ceremonial robes embroidered with shells and sewn with seed pearls (value 3 x 1,000 g.p., 1600 g.p., and 2,750 g.p. respectively). In the far chamber is a chest with his personal arms, a shield, a spear, and a **pincer staff.** In a secret compartment within a shell ewer of no particular value are hidden 3 pairs of rose quartz lenses (these cusps are of use to those who adventure in the Drow vault area, MODULE D3) and two broach-like pins, one a pair of silver daggers inscribed **Everhaite,** the other an adamantite miniature of a mace with **Despana** written in Drowic runes thereon. The 6 small rooms (about 10′ x 15′) are the cells of the personal attendants of the ruler, the 6th/6th level cleric/assassins detailed above. Amongst their personal effects and a pallet of seaweed will be found 1-100 each of s.p., g.p., and p.p. plus 2-12 gems of 50

g.p. base value. The four rooms to the west and south are storage chambers for food, seaweed, and various worthless items. There are, however, 2 large casks of brandy which have no great value, but if they are sampled there is a 10% chance per individual drinking that too much will be imbibed, thus causing the individual to become noisy and clumsy (**-2** on dexterity and all attacks).

9. PASSAGE TO THE SLAVES' QUARTERS: The worn stones along this tunnel indicate it has seen the passage of countless scores of feet. The Kuo-Toans keep their numerous slaves penned below. The stairs lead down into a guard room where 4 2nd level fighters (H.P.: 12 each) armed with dagger, net, and spear and a 4th level "sergeant" (H.P.: 28) armed with dagger and harpoon, and carrying the keys to all of the doors in the slave area, are on duty. This area, like those above, is well lit by underworld standards. All doors are of bronze and iron here. To the east and west of the guard room are 2 general slave barracks rooms of 20′ x 70′ size. The western room holds 3 gnolls, 1 half-orc, 2 hobgoblins, 2 lizardmen, 9 orcs, and 8 trogs. The eastern chamber contains 2 dwarves, 3 Deep Gnomes, and 21 humans (one of whom is a 7th level paladin with 17S, 14I, 16W, 17D, 17C, and 15Ch — H.P.: 60). All slaves are fairly well acquainted with the normal parts of the shrine cavern, especially the orcs and Deep Gnomes. Freed slaves will happily kill Kuo-Toans; whether or not they will help liberators directly is a function of alignment and treatment as well as initial reaction.

   The corridor north leads to a dozen small cells. In the first pair are 2 bugbears each, the next pair is empty, there are 2 trolls in the next two, and again 2 empty cells, then a Drow merchant of the puffball clan (with his clan pin hidden inside his boot — an enameled tan broach shaped like a puffball mushroom, useful in the next module, VAULT OF THE DROW) chained to the wall, and in the last cell is a pair of ghasts. Empty cells usually contain filthy seaweed bedding and some scattered and gnawed bones.

   The large room to the west is a standard torture chamber, with the usual rack, iron boot, chains, irons, etc. The place at the far (north) end of the line of cells is a disused storage chamber, with a few barrels and crates of provisions in the forepart, and junk stuffed into the back. Behind this refuse is a concealed escape tunnel which leads north about 40′ to a 60′ deep sinkhole. The sinkhole gives onto a natural passageway which eventually ends in a shaft upwards into the secondary passage northwest (about a mile north of the shrine cavern).

10. MEDITATION ROOMS: These chambers are provided for the use of pilgrims and regular inhabitants of the shrine area to read various writings pertaining to Sea Mother and her works. There are 4 stone tables, 2 stone benches, and 8 bone stools in each room. Besides short tracts, there are 27 scrolls and 18 books in each place, and these items are worth 1,000 g.p. and 2,500 g.p. respectively if brought to the upper world and sold to a book dealer or religious college. In both of these rooms the party will note a tract-like sheet which contains writings in Elvish and in Kuo-Toan. The latter is a translation of an account of an Elf who escaped from the homeland of the Dark Elves. The fragment says:

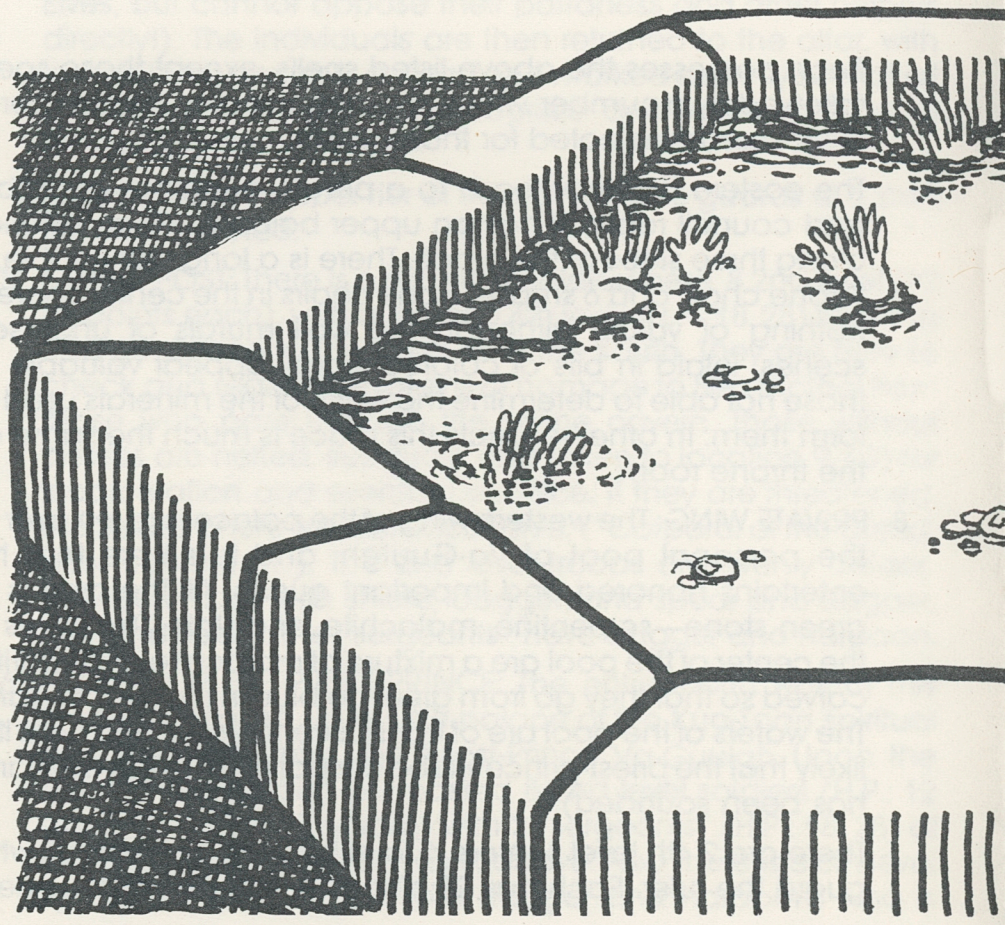
    "and these degenerate filth continue to consort with all manner of foul things and d((smear destroys several words)) but this does not mean that they are particularly watchful for trespassers. Any wearing the cloak of sickening ((another smear here)) can move freely about, and the merchant clans and noble houses employ all sorts of servants and slaves who roam through the black and debauched City of ((smear)) –ng the broaches. Most of these abominations worship the disgusting creature they call "Mother of Lusts" and if I could only . . . ((the fragment ends here))

   The Kuo-Toans use this to emphasize the badness of the Drow who do not worship Sea Mother.

11. TRAINING ROOMS: These chambers are for the training of assassins. There are dummies and charts of Kuo-Toans, Deep Gnomes, Drow, trogs, humans, etc. A few common weapons are strewn about, but there is absolutely nothing of real value in either room.

12. FIGHTING INSTRUCTION ROOMS: Hung about the walls of this place are various daggers, spears, nets, shields and harpoons. It is here that the Kuo-Toan fighters practice to hone the edge of their weapon skills. All of the weaponry is quite normal. Floor area is clear for fighting. In the eastern room 2 5th level fighters (H.P.: 35 each) practice with net and spear versus shield and spear. In the other room are 4 troopers of 2nd level (H.P.: 12 each) trying net and spear versus the same and shield and spear versus the same.

13. LIBRARY: This chamber is the repository for countless works on clericism, fighting, assassination, arms, combat, and tactics. There are 1,786 various folios, scrolls, books, and collections in Kuo-Toan and Drowic of no more than 10 - 100 g.p. value if sold to a book dealer of the upper world. There are many shelves and pigeon-holes, racks and cabinets holding these works and single sheet folders as well. 4 small wooden desks, 4 chairs, a bench, and 2 long tables are in the room. There are 6 light globes suspended from the ceiling, each of which holds a phosphorescent liquid which gives a yellowish green light. If the chain of the 5th is pulled, let loose, and then pulled down strongly, a secret compartment in the north central wall will open. Note that this small space cannot be detected by magical means other than **true seeing,** and it is lined with sheets of bronze and lead inside so as to prevent magical viewing or the radiation of magic from its contents. Inside this nook are stored a map of the shrine area (which does not show the secret doors and adits!) and a black iron box. The box is locked and **cursed** with a **plane shift** which will move the first creature touching it to the Elemental Plane of Fire unless the word **sloolbpah** is pronounced. Inside the box are a **Manual of Puissant Skill at Arms,** a **Manual of Gainful Exercise,** a **Tome of Understanding,** and a **Grim Grimoire** (a nonesuch work which will cause the loss of 20,000 experience points from any reader except a thief or assassin — a thief gains or loses nothing, but an assassin will gain 1 level of experience from reading and pondering its contents for 1 month). As all of these works are scribed in Kuo-Toan, reading them might be troublesome . . .



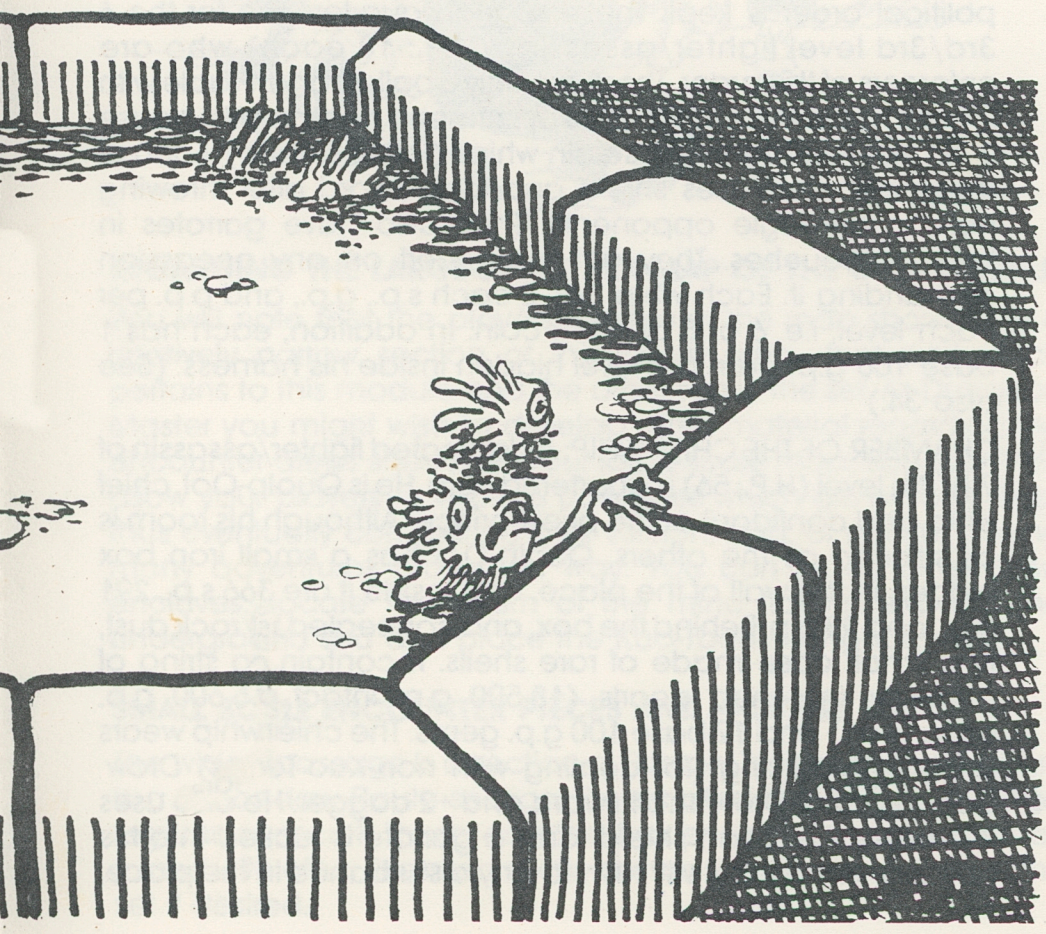
14. BREEDING POOL: This is where the Kuo-Toan females lay their eggs, and the males then fertilize them with milt. The pool is about 42′ deep in the center. There are presently 4 females and 11 males spawning. If they are disturbed, the females will not fight, but the 2nd level males will fight at double normal level and damage (H.P.: 24; 4-10 points of damage by biting). There is a jade idol of Sea Mother with pearl eyes (1,000 g.p. each) worth 19,000 g.p. at the exact center of the pool. It weighs 35 pounds.

15. OFFERINGS POOL: Devotees of Blibdoolpoolp bring their live lobster offerings to this place and toss them into its bluish green waters. (The diamond-shaped pool is ritually emptied by servants of the priest-prince who gains the benefit of the sacrifices as table fare.) There is a body of 10 soldiers here, 8 2nd level and 1 3rd and 1 4th level exactly the same as those at 5. There are in addition 4 archers (H.P.: 12 each), a pair at the mouths of the corridor north and that west, armed with dagger, short bow, and quiver of 20 arrows. These soldiers are alert, watching the area and 14. as well.

16. FINGERLING POOLS: The young of the Kuo-Toans are raised in these pools until they are about a year old and nearly 2′ tall. (At this time their lungs are capable of breathing air, and they are brought out and taken to the main city for raising and training.) There are 315 tiny, 161 small, 43 medium, and 9 large fingerlings in these 20′ deep pools.4 female 2nd level fighters (H.P.: 10 each) armed with dagger, net, and spear guard the place.

17. ROYAL SPAWNING POOL: Only the ruler of the shrine area and his concubines (see 28. below) may use this pool. It is 40′ deep and its bottom is strewn with 311 large base 100 g.p. gems. 4 female fighters of 4th level (H.P.: 24 each) are in pairs guarding the two arched entrances to the place, and another pair is stationed at the north. Each is armed with shield, dagger, and **paralysis spear** (a normal weapon with a one-time-only substance coating its head). Creatures failing to save versus poison are paralyzed until a **neutralize poison** spell is cast upon them. See also 19.

18. ROYAL FINGERLING POOL: There are 7 large fingerlings in the pool here, spawn of Va-Guulgh, swimming happily about in the greenish 20′ depths of the water. Beside the pool are 2 platinum basins—1′ deep by 1½′ diameter—in which food is brought to these creatures. The value of each basin in perfect condition is 5,800 g.p., half that if damaged. Metal weight is 10 pounds each. See also 19.



19. GUARDROOM: This chamber is furnished with 19 narrow pallets covered with dried seaweed and silk cloths. There are a small table and 2 benches also. This is the quarters of the female guards, and there are 4 in the place, with level, hit points, and arms exactly as those guards at 17. above.

20. SERAGLIO: The 6 concubines of the priest-prince dwell here. They are indolent and pampered, and they will not fight. Each has a couch, various personal effects, and the following jewelry: 1 5,000 g.p. value, 1 2,000 g.p. value, and 3 600 g.p. value. Also on the 3 tables about the place are 11 gold vessels worth 450 g.p. each and 14 silver ones valued at 75 g.p. each. The average weight of gold utensils is 15 pounds, that of silver dishes is the same. The walls are draped with gauzy green hangings of no value, but they hide the stone behind.

21. COMMON POOL: This large body of water is 80′ deep at the middle point. The west entry point is only 4′ deep. It is filled with various sorts of small fish and other water creatures. The Kuo-Toans come here to exercise and sometimes feed on these live fish as well. There will be 13 males and 3 females, all of 2nd level and without weapons, swimming here. They will viciously attack any warm-blooded creature entering the waters of this black pool.

22. OFFICERS' QUARTERS: These areas are furnished with the few stark items typical to Kuo-Toan existence — pallets for each individual, a few stools, small wooden tables, and pegs in the walls ready to accept harness or weapons.

    East Section: Here the 10th level captain (H.P.: 90) is quartered. He has shield, 2 daggers, spear, and a harpoon at hand. His strength enables him to get +2 hit probability and +4 damage with any weapon he uses. He has 40 base 100 g.p. pearls sewn inside one of the harnesses hanging from a peg. His pouch contains 20 each s.p., g.p., and p.p.

    West Section: There are 2 8th level lieutenants (H.P.: 64 each) quartered in this part of the area. Each is armed with dagger and has spear, net, and harpoon at hand, with shield hanging nearby. Each of these fighters has 10 each s.p., g.p., and p.p., plus 5 base 100 g.p. pearls.

23. SERGEANTS' QUARTERS: 12 of these minor fighting leaders dwell in this chamber. They are 1 6th level, 2 5th, 4 4th, and 5 3rd (H.P.: 42, 2x35, 4x28, 5x18). Each has dagger and harpoon at hand, and shields, spears, and nets are hung on nearby wall pegs. Each fighter has 1 each s.p., g.p., and p.p. per level. There is a chest in the room which contains 120 s.p., 200 g.p., and 78 p.p. There are 16 pallets, 2 benches, 4 stools and a long table also.

24. QUARTERS OF VA-GUULGH'S FEMALE GUARDS: There are 16 fighters of 4th level here (H.P.: 24 each). They are currently not on duty. Each has dagger, spear, and shield nearby. There are 24 pallets in the place, as the 8 guards of the royal area are quartered here when off duty. Each guard has her own stool, and there are 3 tables and 6 benches in the room. Each female carries 10 p.p. and 4 pearls of 100 g.p. base value on her person. The on-duty troops' wealth is hidden in their seaweed mattresses.

25. ARMORY: This large chamber has racks full of the following:

150 shields	250 shield glue applications
200 spears	30 nets
100 daggers	60 empty quivers
40 harpoons	40 soldier harnesses
60 short bows	1 container of paralysis
1000 arrows	poison (60 applications)

There are also some boxes with Drow weapons, but these are all so old and corroded as to be useless. There are 12 bucklers, 12 short swords, 14 daggers, and 6 hand crossbows with 28 bolts. (If these items are used they will break immediately upon any employment.)

26. STORAGE CHAMBER: This area is filled to overflowing with bales, boxes, crates, barrels, trunks, hogsheads, and kegs — stacked and piled all over, with only narrow paths between them. All of the contents are of small worth, being dried fish, seaweed, cheap cloth, fish skins and scales, shells, bone meal, carved bone items, and similar goods used in trade.

27. MONITORS' QUARTERS: There are a total of 12 monitors (see the section on Kuo-Toa People at the end of the module) in the shrine cavern. 6 are in various places elsewhere, 1 is just outside the chamber, and 5 are within. These 5 spend their off-duty hours practicing hand-to-hand fighting. Each monitor is 7th level, has 56 hit points, moves 18", is AC 1, and can attack 4 or 6 times per melee round — 4 times if attacking to **subdue**, with hand attacks at double value. Attack routine is hand/hand/bite, followed by opponent attack, and then a second routine of hand/hand/bite (no biting if subduing attacks). Damage from blows by hand is 2-8 hit points, biting doing 2-5 hit points. Typically only one or two opponents at a time will be fought, but a monitor can fight as many as 4 different foes simultaneously. The chamber has only 12 pallets in it, but the floor is covered with piles of dried seaweed here and there. Under one such pile is a loose stone concealing 60 base 50 g.p. gems. Each monitor carries a pouch with 20 p.p. in it.

28. SECRET PASSAGEWAY: This corridor leads to a very deep well (6′ to water, then 50′ deep). The well shaft leads to a circular conduit of 6′ diameter. This pipe connects areas 14., 17., and 21. by secret entrances in each pool bottom. On the pool side these appear to be normal stone blocks, each about 2′ square.

    There is also a hidden trapdoor, its iron ring concealed under a small flagstone. The 2′ square block is about 6 inches thick and very heavy. It opens to a small square shaft leading down by iron rungs 16′ to a 5′ wide passage to 29. Note the passage widens to 10′ after 40′ east.

29. SECRET SUNKEN CHAMBER: The passage into the room and the chamber itself are about 7′ from floor to ceiling. Only the priest-prince knows of this place. It is a secret passed from ruler-to-ruler. The wealth of the shrine is stored here, wealth from decade upon decade of contribution and sacrifice to Sea Mother, as well as tax and trade monies. There are 7 large chests in the room, each of about 3′ height by 3½′ depth, by 4½′ length. Each of these chests is described below, for some are cleverly trapped.

    Chest #1: This bronze chest has an ancient lock. It is filled with 8,124 shells which are precious to Kuo-Toans but are otherwise valueless. MOVING THIS CHEST FROM THE STONE IT RESTS ON TRIGGERS THE MECHANISM WHICH CAUSES A 10′ THICK STONE BLOCK TO SEAL OFF THE WHOLE ROOM.

    Chest #2: This is a heavy wood and iron box with a great iron padlock on it. Inside are 48,912 g.p.

    Chest #3: This is an iron chest with a secret catch lock. It holds 2,440 p.p., and a green silk altar cloth wrapping 3 gold service pieces set with pearls total value is 60,000 g.p., pearls only, 36,000 g.p.).

    Chest #4: This bronze and iron chest has two iron bars attached by rings on the back side. When the lid is unlocked and lifted, the bars are depressed to trigger a 10′ wide by 20′ long trapdoor which swings down to drop all standing on it into a 70′ deep pit. The last 10′ of the pit are water filled, so only 1-8 h.p. of damage will be sustained, but any creature in armor will drown in 2 rounds unless able to escape by climbing (as a thief), **levitate, fly,** etc. The chest holds 5,320 s.p., 2,100 e.p., 12 **water breathing** potions, a **helm of underwater vision**, and **gauntlets of swimming and climbing.**

    Chest #5: This is an iron-bound wooden trunk which is not locked. Inside are 100 10 pound copper ingots. 20 of those at the bottom contain platinum (their weight will give them away, as they are 25 pounds each, although there is copper plating on the outside. There is also a small coral coffer worth 1,000 g.p. containing 188 g.p. base value gems resting atop the ingots.

    Chest #6: This locked bronze chest is trapped identically to chest #1 (moving seals the chamber with a 10′ thick stone block). It holds 12 pieces of jewelry set with gems (average value is 6,000 g.p. each), 20 pieces of ivory jewelry worth 500 g.p. each, a bone tube with a scroll of 3 cleric spells (**lower water, true seeing, restoration**), and an icon of Blibdool-poolp set with 10 100 g.p. base value gems and 100 base 100 g.p. base value gems. The icon will automatically transport any creature touching it to stand before the goddess on the Elemental Plane of water if they fail to make their saving throw versus magic. This must be made each time the icon is put down and then touched again. Sea Mother will be angry at those looting her servant's treasure room . . .

    Chest #7: This is a locked chest plated silver over iron. All of the seams and cracks of the chest are filled with silver solder also. The container is worth 3,000 g.p., and inside is a jeweled medallion worth 25,000 g.p.. (15,000 in gems alone). Also trapped inside is a very powerful spectre (8 h.p. per die) which will attack anything which frees it from its hated imprisonment.

30. GUARD POST: Here 8 female soldiers (H.P.: 10 each) armed with dagger and short bow are on watch. They are commanded by 2 3rd level female fighters (H.P.: 15 each) armed with shield, dagger, and spear.

31. GUARD POST: There are 10 soldiers here, exactly conforming to those at position 5. (q.v.)

32. GUARD POST: In addition to 10 soldiers conforming to those at location 5., there are also 4 2nd level (H.P.: 10 each) female archers armed with dagger, short bow, and quiver of 20 arrows each.

33. QUARTERS OF THE "WHIPS": As the monitors enforce the social decorum of the shrine, the whips see that the religous-political order is kept. These spartan quarters are for the 6 3rd/3rd level fighter/assassins (H.P.: 18 each) who are enforcers of the order. There are only 6 pallets and 1 table with 2 benches in the place. The 3 apartments nearby (**W**s) house 3 4th/4th level fighter/assassin whips (H.P.: 28 each). Each of these enforcers uses shield and long sword after throwing nets to entangle opponents. They also have garrotes in harness pouches. They act in concert on any occassion demanding it. Each whip has 2 each s.p., g.p., and p.p. per each level, i.e. 6 or 8 of each coin. In addition, each has 1 base 100 g.p. gem per level hidden inside his harness. (See also 34.)

34. CHAMBER OF THE CHIEF WHIP: A dedicated fighter/assassin of 7th/7th level (H.P.: 56) is quartered here. He is Quolp-Ool, chief whip and confidant of the priest-prince. Although his room is as spartan as the others, Quolp-Ool has a small iron box hidden in the wall of the place, and inside it are 366 s.p., 291 g.p., and 98 p.p. Behind the box, and concealed by rock dust, is a small case made of rare shells. It contains a string of perfectly matched pearls (18,500 g.p. intact, 15,600 g.p. separated) and 12 base 100 g.p. gems. The chief whip wears an **invisibility** ring (for dealing with non-Kuo-Toans) Drow boots and +2 Drow short sword and +2 dagger. He also uses the usual Kuo-Toan shield, and a garrote is tucked into his narness. Quolp-Ool will rush to any disturbance in the place,

armed and ready.

35. LOCKED ROOM: This second room of Quolp-Ool's is closed by a heavy iron door, and he carries the only key to it. Inside is a noble Drow female, a 9th level fighter of the House of Noquar, Derinnil. She is held in durance vile by the chief whip, and is slated for formal torture soon, in order to find what plans the Drow have against the Kuo-Toa People, as well as to learn the current state of affairs amongst the Dark Elves' noble houses. The room is bare of furnishings, save a pile of dried sea weed. Derinnil is chained to the wall with short fetters. She will volunteer to aid and guide rescuers, but she will, of course, betray them at first opportunity. Carefully hidden in the lining of her left boot is her bronze broach depicting the head of a nightmare, with a reverse inscription in Drowic, **Noquar.** Once freed of chains she can use each of the following spells (at 9th level) once per day: **dancing lights, darkness, faerie fire, clairaudience, detect lie, suggestion, dispel magic, detect magic, levitate, know alignment.** Derinnil has 16S, 16I, 13W, 18D, 15C, and 17Ch. She does not fear death, but she will certainly do her utmost to avoid it if possible! She will not betray her house, nor will she compromise the safety of the Drow community, but anything else is fair game, so to speak.

FINAL NOTE TO DUNGEON MASTER

If you are using this module as a part of the whole campaign, be certain to keep a careful note of all that the party does. You can do this by writing on the margin of this booklet. Any opponents which escape attack by the party will give warning to their masters or fellows if possible—particularly Drow, Kuo-Toans, and their more intelligent servants. However, the chaotic nature of the Dark Elves precludes the chance of organized search for the party, so at best the Drow will be aware of intruders and more watchful and suspicious. The Kuo-Toans are not numerous enough to mount a major search effort.

If the party is moving on to the next module, cease play in this one as soon as they pass into one of the northern tunnels, and begin with the next package.

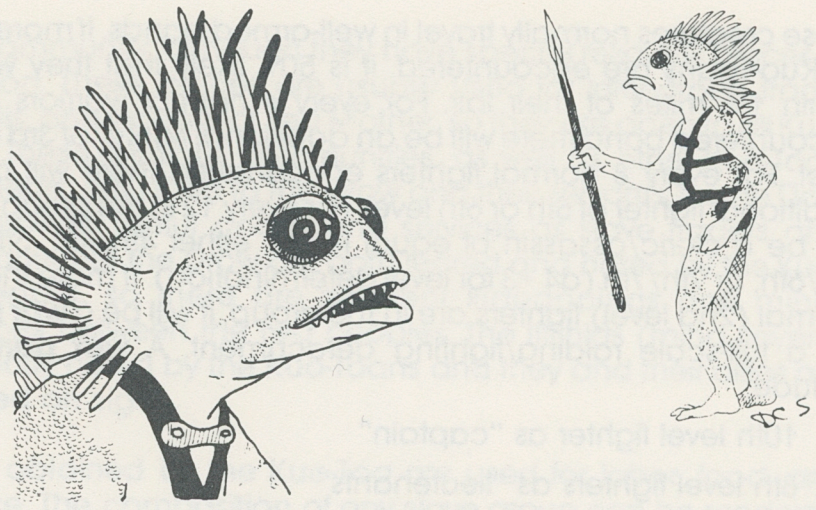
THIS ENDS THE SECOND SECTION OF THE DESCENT INTO THE DEPTHS, SHRINE OF THE KUO-TOA

REGARDING THE LARGE-SCALE HEX MAP OF THE UNDERWORLD

You will note that the players' version of the map shows only a relatively narrow section of the whole area—that part which pertains to this module and the other two in the set. As Dungeon Master you might wish to develop other material regarding the encounter areas shown on your large-scale map. You can then allow your players to explore passages which are off their map, thus eventually completing their version; and, of course, having many adventures along the way. You can place other Drow enclaves, locate the realm of the mind flayers, expand the underground sea and place the Kuo-Toan stronghold, etc.

SMALL SCALE ENCOUNTER PIECES AND PASSAGE MAPS

The widest passage is a section of Primary Tunnel, the next widest is a Secondary Route section, the smallest is a Tertiary Passage, regular or secret. These and the two encounter pieces can be joined with other like map sections from the other modules in this set if desired.



KUO-TOA

FREQUENCY: Very rare
NO. APPEARING: 2-24 (40-400)
ARMOR CLASS: 4
MOVE: 9"//18"
HIT DICE: 2
% IN LAIR: **See below**
TREASURE TYPE: Individuals L, M, N; Z in lair
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon type and/or 2-5
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGIC RESISTANCE: **See below**
INTELLIGENCE: High and up
ALIGNMENT: Neutral evil (chaotic tendencies)
SIZE: M (higher levels to L)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

The ancient Kuo-Toa People once inhabited the shores and islands of the upper world. As the race of mankind and its associate species grew more and more numerous and powerful, the **men-fish** were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to totally exterminate the species, for a number of powerful beings were aiding their sworn enemies, mankind. Some Kou-Toans sought refuge in sea caverns and secret subterranean waters, and while their fellows above were being slaughtered, these few prospered and developed new characteristics to match their lightless habitats. However, the seas contained other fierce and evil creatures with designs of their own, and the deep-dwelling Kuo-Toans were eventually wiped out, leaving only those in the underworld to carry on. These survivors were unknown to men, and mankind eventually forgot the **men-fish** entirely. Even the word **goggler**, a term used derisively for their ichthyoid foes, lost its meaning. But the Kuo-Toa People remaining in their underworld places did not allow memory of the past to lapse, and woe to the hapless human who falls into the slimy clutches of the Kuo-Toans!

Now the Kuo-Toa People are haters of sunlight and are almost never encountered on the surface of the earth. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and have gained new powers. However, they have also become somewhat unstable, and insanity is not uncommon amongst the species.

The Kuo-Toans sometimes are encountered in small groups journeying in the upper world to kidnap humans for slaves and sacrifice. Such parties are also found occasionally in the dungeon labyrinths which connect to the extensive system of underworld passages and caverns which honeycombs the crust of the earth. Only far below the surface will the intrepid explorer find the natural caverns and spaces hewn from living rock over the ages in which the Kuo-Toa People build their underground communities.

These creatures normally travel in well-armed bands. If more than 20 Kuo-Toans are encountered, it is 50% likely that they will be within 1-6 miles of their lair. For every 4 normal warriors in an encountered band there will be an additional fighter of 3rd or 4th level. For every 8 normal fighters encountered there will be an additional fighter of 5th or 6th level. For every 12 in the group there will be a cleric/assassin of equal levels, either 4th/4th, 5th/5th, 6th/6th, or 7th/7th (d4 +3 for level determination). If more than 20 normal (2nd level) fighters are in the group, it will be a **war party**, i.e. a full-scale raiding/fighting detachment. A **war party** will include:

1 10th level fighter as "captain"
2 8th level fighters as "lieutenants"
4 3rd/3rd level fighter/assassin "whips"
1 **monitor** (see hereafter)
1 slave per 4 Kuo-Toans

The "whips" are fanatical devotees of the Sea Mother goddess of the Kuo-Toans. They incite the troops to stand firm and fight without quarter for the glory of their ruler and their deity.

If a Kuo-Toan lair is found, it will contain 40-400 2nd level males. In addition, there will be higher level fighters in the same ratio as noted above for outside groups, war parties, and:

1 priest-king of 12th/12th level, a cleric/assassin, if 350 or more normal Kuo-Toans are indicated, or
1 priest-duke of 11th/11th level if 275-349 normal Kuo-Toans are indicated, or
1 priest-prince of 10th/10th level if fewer than 275 normal Kuo-Toans are indicated, and
8 "eyes" of the priest-king (or priest-duke, or priest-prince), 8th/8th (or 7th/7th or 6th/6th) level cleric/assassins
1 "chief whip", a 6th/6th fighter/assassin
2 "whips" of 4th/4th or 5th/5th level
1 **monitor** per 20 2nd level male Kuo-Toans
females equal to 20% of the male population
young (non-combatant) equal to 20% of the total Kuo-Toans
slaves equal to 50% of the total population of males

In special religious areas there will also be a number of Kuo-Toan clerics. For every 20 individuals in the community there will be a 3rd level cleric, for every 40 there will be a 4th level cleric, for every 80 there will be a 5th level cleric, all in addition to the other individuals. These clerics will be headed by:

1 6th level cleric if the group is 160 or fewer, or
7th level and 1 6th level if the group is between 161 and 240 or
1 8th level, 1 7th level, and 1 6th level if the group numbers between 241 and 320, or
1 9th level, 2 7th level, and 3 6th level if the group is between 321 and 400, or
1 10th level, 2 8th level, and 4 6th level if the group numbers in excess of 400.

It is 50% probable that any Kuo-Toan cleric above 6th level will be armed with a **pincer staff**. This is a 5′ long pole topped by a 3′ long "claw". It corresponds to a medieval **man-catcher**, and if the user scores a hit, the claw end has closed upon the opponent, making it impossible for the trapped individual to get free. (Naturally, this weapon can be employed only versus creatures of a girth about that of a small to large human, i.e. elf-gnoll sized). It is 10% probable that both arms will be pinned by the claw, 40% probable that one arm will be (75% probability for left arm—assuming the victim is right handed). Trapped opponents lose all shield and dexterity protections, and nearby Kuo-Toans will always strike at such individuals.

Kuo-Toans spawn as do fish, and hatchlings are raised in pools until their amphibian qualities develop about 1 year after hatching. The now 2′ (or so) high young are then able to breathe air, and they are raised in gens according to their sex and fitness.

A list of typical slave-types is given hereafter.

The number of hit dice possessed by this hardy race is not indicative of their actual strength, as their breeding gives them exactly the same number of hit points per die, varying by level:

Level	Number of Hit Dice	Hit Points for Males	Hit Points for Females
2	2	12	10
3	3	18	15
4	4	28	24
5	5	35	30
6	6	42	36
7	7	56	49
8	8	64	56
9	9	72	—
10	10	90	—
11	11	99	—
12	12	120	—

Typical arms carried by Kuo-Toan fighters are:

dagger, spear, and shield 40%
dagger, spear, and weighted throwing net 30%
dagger and harpoon* 10%
dagger and short bow (half female population) 20%

*The harpoon is generally used only by higher level fighters. It is a wickedly barbed throwing weapon with a range of 30′. It inflicts 2-12 h.p. damage, exclusive of bonuses. Creatures struck must roll a saving throw of 13 or better (d20) to avoid being snagged by the weapon. Creatures of man-size or less who are so caught will be jerked off their feet and stunned for 1-4 rounds. The harpooning Kuo-Toan will haul in his victim and slay with a killing dagger thrust, for the weapon is fastened to the hurler by a stout cord.

The shield employed by these creatures is fashioned of special boiled leather, and just before battle it is treated with a special glue which is very sticky. There is a 25% chance that any frontal attack upon a shield-bearing warrior will strike this glue and stick fast until the wielder is able to pull it free (same chance as the individual has of opening a dungeon door).

Kuo-Toans wear no clothing, only leather harnesses for their weapons and a small amount of personal gear, as any other garments would hinder their swimming. Their skin is tough, scaled, and very slimy. Coupled with their dexterity, it gives them a high natural armor class. Note that shields do not add to armor class; they are used as weapons.

Hit probability for these creatures is the same as a human of the same level, but males gain +1 "to hit" and on damage as a bonus due to their strength. This bonus applies only to weapons, not to their natural biting attack mode (which causes 2-5 h.p. damage). When fighting with dagger only, these creatures are also able to bite at an opponent.

When 2 or more Kuo-Toan clerics or cleric/assassins operate together by joining hands, they can generate a stroke of lightning. This bolt is very narrow, so that only the specific target victim will be affected unless some other creature gets into the 2′ wide path of the stroke due to mischance. The bolt of electricity causes 6 h.p. of damage per cleric or cleric/assassin to any creature struck—half that if the saving throw versus magic is

made. The chance of generating such a stroke of lightning is 10% cumulative per Kuo-Toan involved. Each round that priests are acting in conjunction this possiblity must be checked.

Special defenses of these creatures include their skin secretion which makes it 75% improbable to grapple, grasp, tie, or web a Kuo-Toan. Although their eyes are set on the sides of their heads, Kuo-Toans have excellent independent monocular vision, a very wide degree of field (180°), and they are able to detect movement even though a creature is normally invisible due to magic, astrally projected or ethereal. Thus, only complete motionlessness can avoid sight detection by a Kuo-Toan. They see into the infra-red and ultra-violet spectrums. Also, vibrations within 10′ can be felt by these creatures, so they are surprised only on a 1 (d6).

The race of Kuo-Toa People are totally immune to poison, and they are not affected by paralysis. Spells which generally affect only humanoid-type creatures (**charm person, hold person, sleep**) have no effect on these creatures. Electrical attacks cause only half, or no, damage. A **magic missile** will cause only 1 h.p. of damage to a Kuo-Toan, and all forms of illusion are useless against them. However, Kuo-Toans hate bright light—such as from a **light** spell—and fight at -1 on "to hit" dice rolls when exposed to such illumination. They suffer full damage from all fire-based attacks, and saving throws against such attacks are at -2 on the dice.

Especially fit fingerlings, usually of noble spawning, are trained for the priesthood—as clerics, cleric/assassins, or as special celibate monks. The latter are **monitors** whose role it is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or to kill. A monitor has 56 hit points, attacks at 7th level, and has the following characteristics:

- twice normal movement rate
- surprised only on a 1 in 10
- armor class 1
- 6 attacks/round, 2 bare handed doing 2-8 h.p. of damage (double if attacking to subdue), 2 attacks with teeth (unless subduing) doing 2-5 hit points of damage, a hands/bite routine in the forepart of a round and the second in the last portion.

Subdued creatures cannot be larger than man-sized or slightly larger (up to about 8′ tall/500 pounds). Subduing attacks cause only half actual damage, but when points scored equal the total for the creature it is rendered unconscious for 3-12 rounds.

The Kuo-Toa People do not generally co-operate from community to community, although they have special religious places in common. These places are usually used for inter-group trade, councils, and worship of Sea Mother, so they are open to all Kuo-Toans. These religious communities, as well as other Kuo-Toan settlements, are open to the Drow and their servants, for the Dark Elves provide useful goods and services as slave traders and merchants. But the Drow are both feared and hated by the Kuo-Toa People, so there are frequent kidnappings and minor skirmishes between the two peoples. The Illithids (mind flayers) are greatly hated by the Kuo-Toans and they and their allies are attacked on sight.

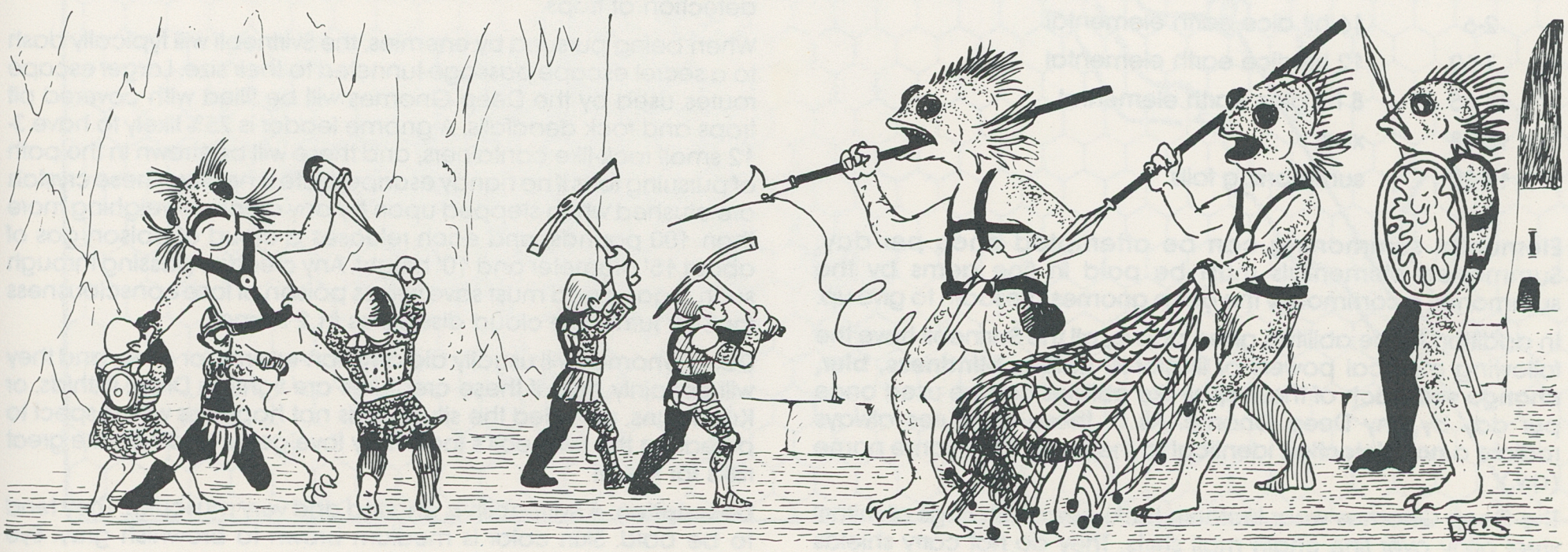
Slaves obtained by the Kuo-Toa are used for labor, food, and sacrifice. The composition of any slave group can be randomly determined (d20) by using the following table:

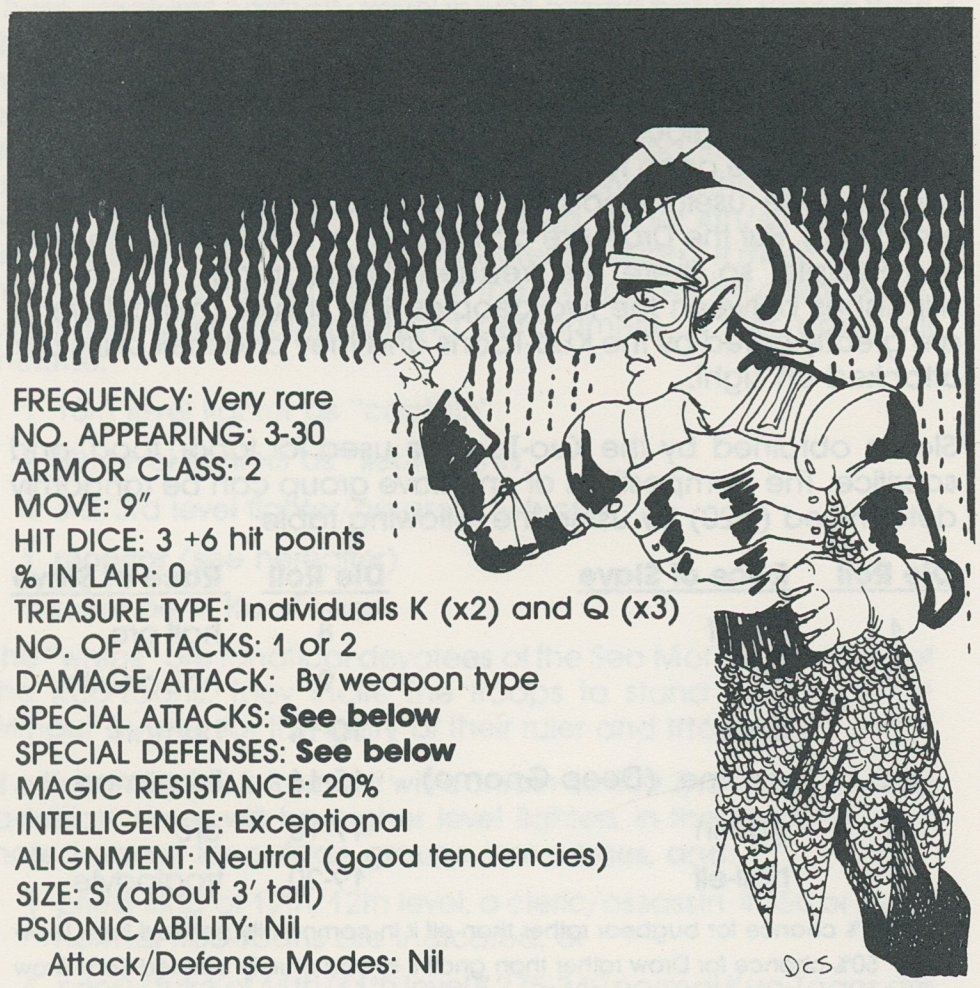
Die Roll	Race of Slave	Die Roll	Race of Slave
1	dwarf	8	half-orc
2	elf*	9	hobgoblin
3	gnoll**	10-14	human
4-5	gnome (Deep Gnome)	15-16	lizardman
6	goblin	17-18	orc
7	half-elf	19-20	troglodyte

*25% chance for bugbear rather than elf if in community isolated from Drow
**50% chance for Drow rather than gnoll if in community isolated from Drow

The Kuo-Toans speak the strange subterranean trade language common to most intelligent dwellers in the underworld. In addition, they speak their own arcane tongue and can communicate with most fish by empathic means. Their religious speech is a corruption of the language used on the Elemental Plane of Water, and if a cleric is near it is 75% improbable that any creature from this plane will attack Kuo-toans, for the cleric will speak and request that they be spared in the name of Sea Mother (Blibdoolpoolp).

Description: A Kuo-Toan presents a cold and horrid appearance. A typical specimen looks much as if a human body, albeit a paunchy one, had been covered with scales and topped with a fish's head squarely atop the shoulders. The huge fish eyes of the head tend to swivel in different directions when observing an area or creature. Hands and feet are very long, with three fingers and opposing digit, partially webbed. Legs and arms are short for the body size. Coloration is pale gray, with undertones of tan or yellow in males only, and the whole skin has a sheen from its slime covering. Color darkens when the individual is angry, or pales when the creature is badly frightened.





FREQUENCY: Very rare
NO. APPEARING: 3-30
ARMOR CLASS: 2
MOVE: 9″
HIT DICE: 3 +6 hit points
% IN LAIR: 0
TREASURE TYPE: Individuals K (x2) and Q (x3)
NO. OF ATTACKS: 1 or 2
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGIC RESISTANCE: 20%
INTELLIGENCE: Exceptional
ALIGNMENT: Neutral (good tendencies)
SIZE: S (about 3′ tall)
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Far beneath the surface of the earth dwell the Svirfnebli, the Deep Gnomes, a race related to the gnomes of the bright world. Small parties of these demi-humans roam here and there in the underworld mazes of small passageways, always in search of gem minerals. Their realm is in a region unknown, but thought to consist of a closely connected series of vast caverns in which thousands of these diminutive creatures labor for their king. Only males have ever been seen, and those only in very deep places beneath the ground.

All of the race are doughty fighters. For every 4 normal Svirfnebli encountered, there will be an additional leader-type of 4th level (4 hit dice plus 7 hit points). If more than 20 normal Deep Gnomes are encountered, there will be an additional 6th level fighter (6 hit dice plus 9 hit points), a **burrow warden**, with 2 5th level assistants (5 hit dice plus 8 hit points). It is 25% probable that a 6th level Deep Gnome will have illusionist abilities of 5th, 6th, or 7th level.

Note that a Svirfneblin of 6th level is 50% likely to be able to summon an earth elemental if the individual is not an illusionist as noted above. The type of earth elemental which can be summoned is found on this table (d20):

1	24 hit dice earth elemental
2-6	16 hit dice earth elemental
7-10	12 hit dice earth elemental
11-15	8 hit dice earth elemental
16-18	xorn
19-20	summoning fails

Elemental summoning can be attempted once per day. Summoned elementals must be paid in fine gems by the summoner, a commodity the deep gnomes are loath to give up.

In addition to the abilities given above, all the Svirfnebli have the following magical powers of illusionist nature: **blindness, blur, change self**. Each of these spell-like abilities can be used once per day by any Deep Gnome. All of these creatures always radiate a **non-detection** identical to the spell of the same name (q.v.).

The Deep Gnomes wear leathern jacks sewn with rings of mithril steel alloy over fine chain mail shirts. They do not carry shields usually, as these devices would tend to hinder movement through the narrow corridors favored by the Svirfnebli. For every level above 3rd, a Svirfneblin's armor class will improve by 1 place, i.e. a 4th level is AC 1, a 5th level is AC 0, and a 6th level is AC -1.

These gnomes are typically armed with a non-magical +1 dagger and non-magical +1 pick (horseman's pick for purposes of damage assessment). Each individual also carries a pouch of special darts, 7-10 hand-hurled missiles of about ¾′ size, with a 40′ range, which inflict 1-3 hit points of damage. When one of these darts strikes it is constructed so as to compact and break a small glass bead containing a gas. Any creature struck on its front parts must save versus poison, or this puff of gas has reached the creature's system; it will be **stunned** on the next round and **slowed** for the 4 rounds following that. Deep Gnomes above 3rd level also carry 3-6 darts which have an acid which eats a ¼′ hole in armor protection in 1 round, or inflicts an additional 2-8 hit points of damage on non-protected targets (such as armor with holes, i.e. ring mail, chain mail, etc.). A Svirfneblin can hurl 2 darts in a single melee round.

Deep Gnomes fight as humans of the same level, but when hurling darts they add +2 to hit probability.

These small and fast-moving creatures are able to move very quietly despite their metal armor and arms. They are 60% likely to be unseen by any observer, even a Kuo-Toan, as Deep Gnomes are able to "freeze" in place for long periods without any hint of movement. They are surprised only 1 in 12 due to their keen hearing and smelling abilities. They are 90% likely to surprise most opponents.

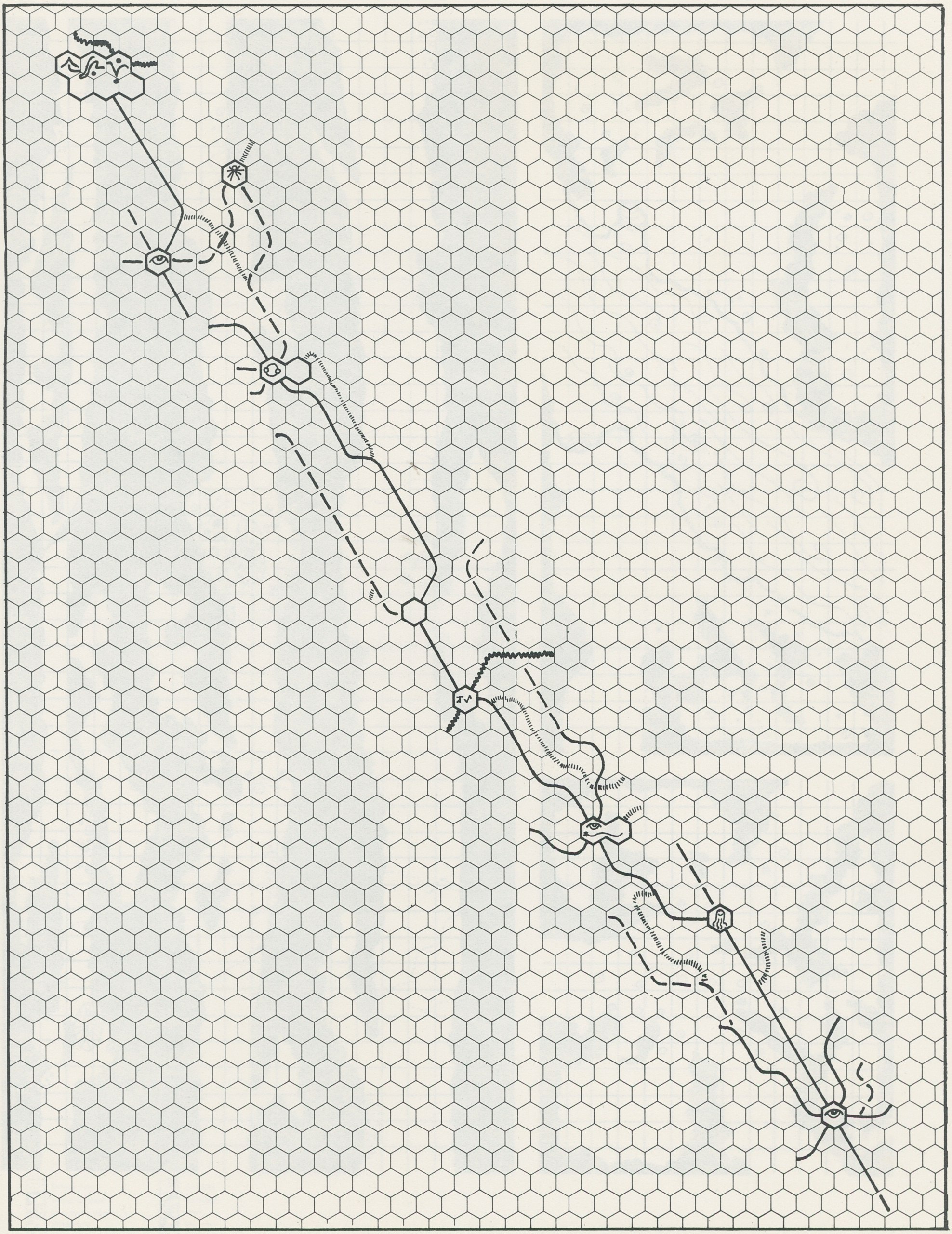
All Deep Gnomes are 20% magic resistant, gaining an extra magic resistance of 5% for each level above the 3rd they attain. No illusion, phantasm, or hallucination is able to affect a Svirfneblin's mind. Because of this, and their high wisdom, speed, and agility, they make all saving throws at +3, except poison, which they make at a +2 on the dice.

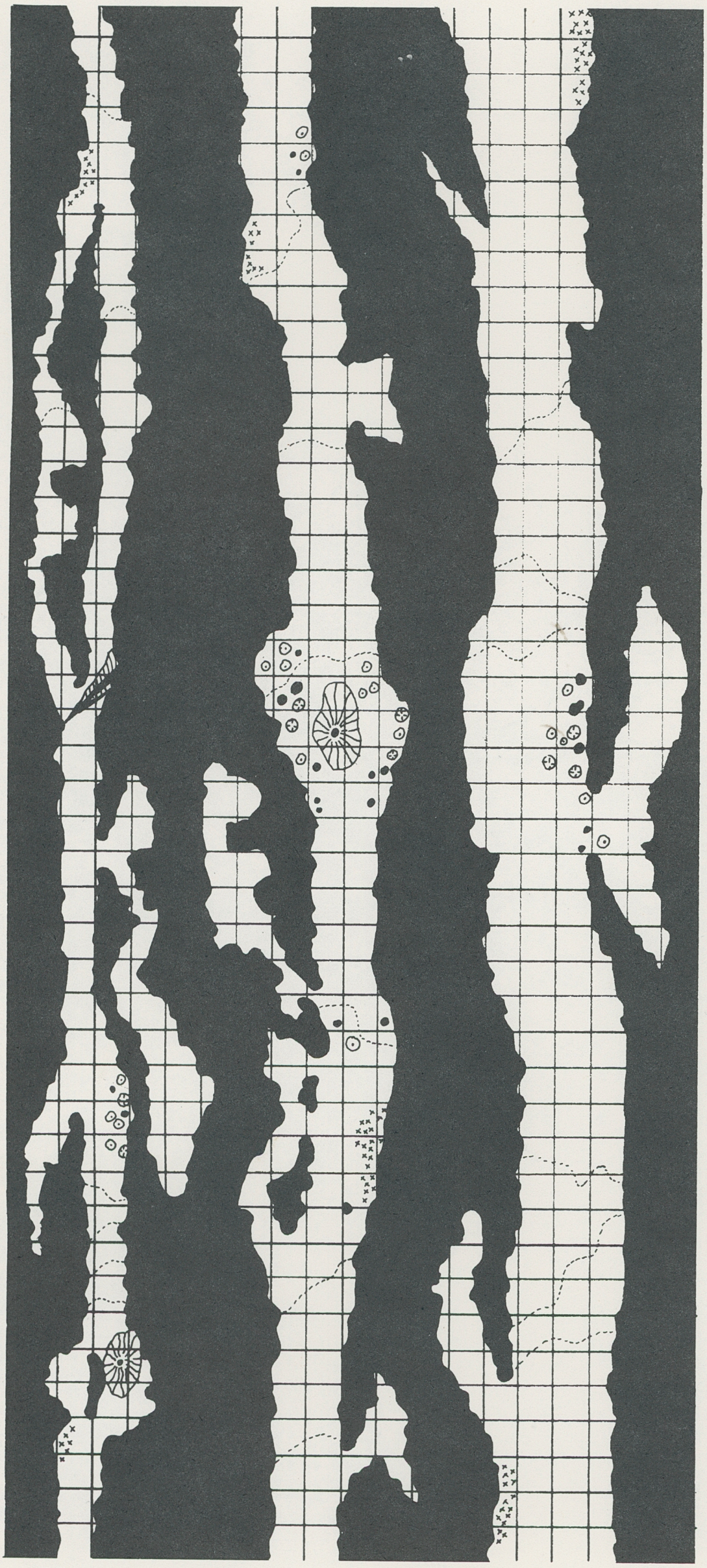
The Svirfnebli communicate with each other by a form of racial empathy when outside their own domains. They have their own language, a dialect of gnomish which a normal gnome is 60% likely to understand. Most Deep Gnomes are also able to converse in the underworld cant (the trade language), and speak and understand a fair amount of Kuo-Toan and Drow (tongues of their hated and feared enemies who, along with the Illithids, are the worst threat to any Deep Gnome gem gathering expedition). All of these small creatures can converse with speaking creatures from the Earth Elemental Plane, and it is 90% unlikely that any such creature will harm a Svirfneblin, although the Deep Gnome might have to pay a heavy bribe in precious metal and gems to so escape. Deep Gnomes have infravision to 120′ and can also see into the ultraviolet spectrum in a limited manner (30′). They have normal gnomish powers with respect to determination of direction, distance beneath the surface, and detection of traps.

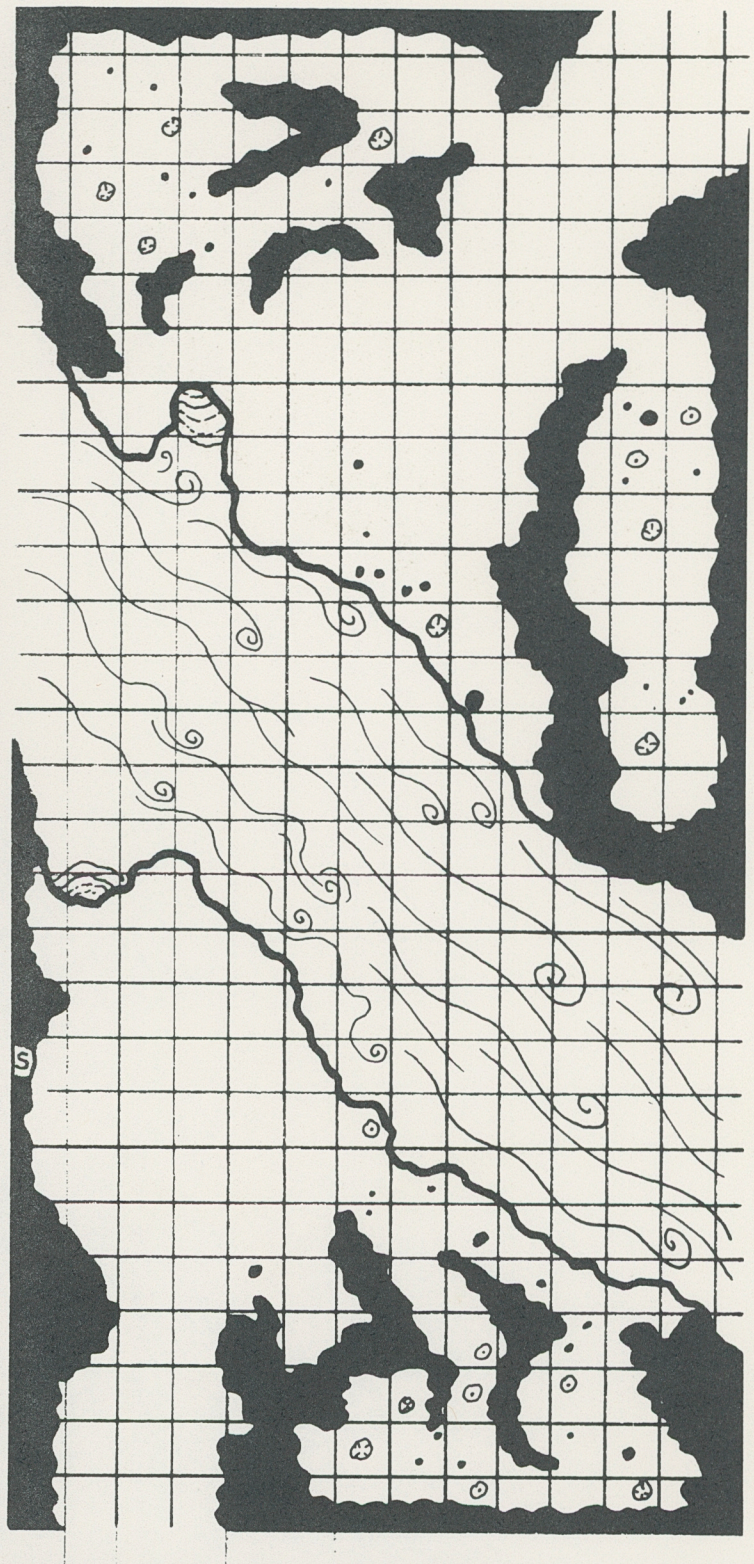
When being pursued by enemies, the Svirfnebli will typically dash to a secret escape passage tunneled to their size. Larger escape routes used by the Deep Gnomes will be filled with covered pit traps and rock deadfalls. A gnome leader is 75% likely to have 3-12 small rock-like containers, and these will be strewn in the path of pursuing foes if no handy escape route is nearby. These crystals are crushed when stepped upon by any creature weighing more than 100 pounds, and each releases a cloud of poison gas of about 15′ diameter and 10′ height. Any creature passing through such a gas cloud must save versus poison or lose consciousness for 3-12 turns. The cloud dissipates in 2 rounds.

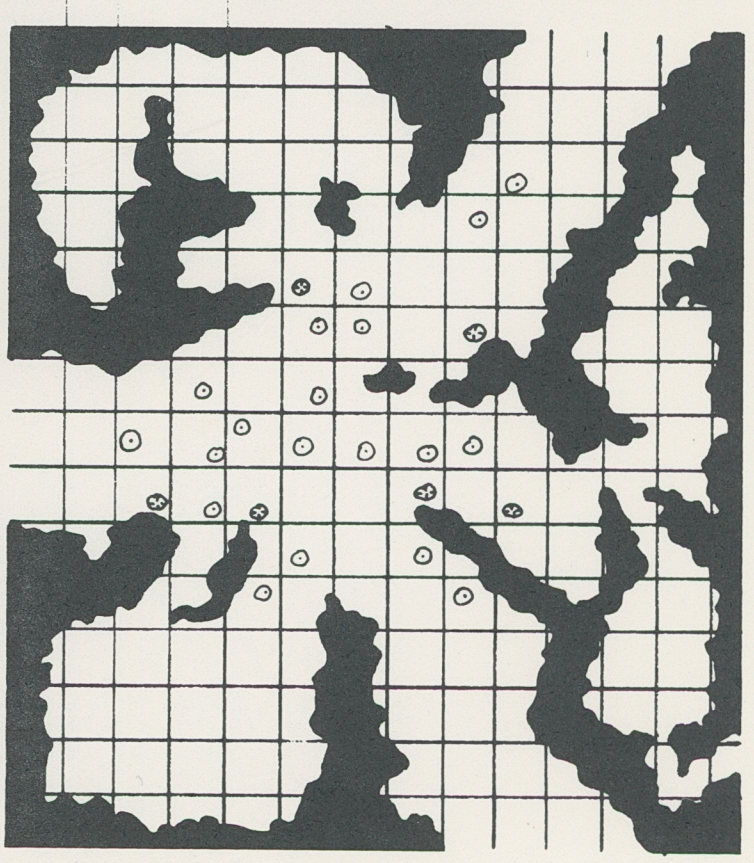
Deep Gnomes will usually aid any non-enemy for a fee, and they will certainly help if these creatures are fighting Drow, Illithids, or Kuo-Toans, provided the situation is not hopeless with respect to defeating the Svirfnebli's foes. They love gems and will take great risks for them!

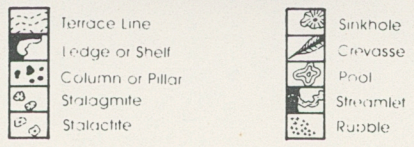
Description: A Svirfneblin is gnarled and very muscular. They tend to be bald. Skin color is medium brown to brownish gray. Eye color is gray.










Terrace Line
Ledge or Shelf
Column or Pillar
Stalagmite
Stalactite
Sinkhole
Crevasse
Pool
Streamlet
Rubble

This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® produced by TSR Hobbies, Inc. Other D & D accessory items currently available include:

Dungeon Geomorphs, Set One (Basic Dungeon)
Dungeon Geomorphs, Set Two (Caves & Caverns)
Dungeon Geomorphs, Set Three (Lower Dungeon)

Outdoor Geomorphs, Set One (Walled City)

Monster & Treasure Assortment, Set One (Levels One to Three)
Monster & Treasure Assortment, Set Two (Levels Four to Six)
Monster & Treasure Assortment, Set Three (Levels Seven to Nine)

D & D Character Record Sheets Pad

The entire selection of this series of Dungeon Modules for ADVANCED DUNGEONS & DRAGONS® is comprised of the following items:

Dungeon Module G1 (Steading of the Hill Giant Chief)
Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)
Dungeon Module G3 (Hall of the Fire Giant King)
Dungeon Module D1 (Descent into the Depths of the Earth)
Dungeon Module D2 (Shrine of the Kuo-Toa)
Dungeon Module D3 (Vault of the Drow)

Other releases of additional items relating to D & D are planned for the future.

TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules. A complete catalog on the entire selection of TSR items is available for $2.00 from TSR Hobbies, POB 756, Lake Geneva, WI 53147.

This item is only one of the many popular playing aids for DUNGEONS & DRAGONS® produced by TSR Hobbies, Inc. Other D & D accessory items currently available include:

Dungeon Geomorphs, Set One (Basic Dungeon)
Dungeon Geomorphs, Set Two (Caves & Caverns)
Dungeon Geomorphs, Set Three (Lower Dungeon)

Outdoor Geomorphs, Set One (Walled City)

Monster & Treasure Assortment, Set One (Levels One to Three)
Monster & Treasure Assortment, Set Two (Levels Four to Six)
Monster & Treasure Assortment, Set Three (Levels Seven to Nine)

D & D Character Record Sheets Pad

The entire selection of this series of Dungeon Modules for ADVANCED DUNGEONS & DRAGONS® is comprised of the following items:

Dungeon Module G1 (Steading of the Hill Giant Chief)
Dungeon Module G2 (Glacial Rift of the Frost Giant Jarl)
Dungeon Module G3 (Hall of the Fire Giant King)
Dungeon Module D1 (Descent into the Depths of the Earth)
Dungeon Module D2 (Shrine of the Kuo-Toa)
Dungeon Module D3 (Vault of the Drow)

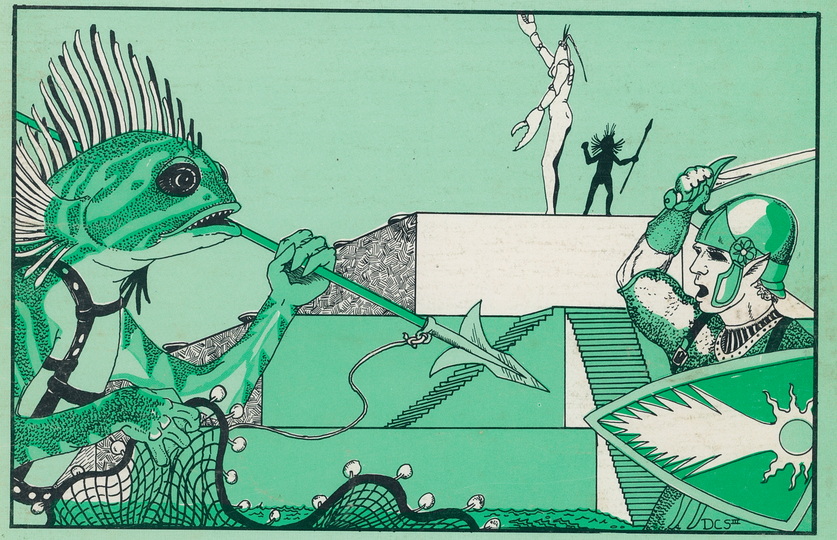
Other releases of additional items relating to D & D are planned for the future.

TSR Hobbies publishes a complete line of fantasy, science fiction, and historical games and rules. A complete catalog on the entire selection of TSR items is available for $2.00 from TSR Hobbies, POB 756, Lake Geneva, WI 53147.

D2

SECOND OF 3 MODULES

ADVANCED DUNGEONS & DRAGONS™



Dungeon Module D2
Shrine of The Kuo-Toa

by Gary Gygax

This module contains background information, a large-scale referee's map with a matching partial map for players, referee's notes, special exploration and encounter pieces, a large map detailing a temple complex area, encounter and map matrix keys, and an additional section pertaining to a pair of unique new creatures for use with this module and the game as a whole. A complete setting for play of ADVANCED DUNGEONS & DRAGONS is contained herein. This module can be played alone, as the second part of a series of three modules (with DESCENT INTO THE DEPTHS OF THE EARTH, D1, and VAULT OF THE DROW, D3), or as the fourth part of a continuing scenario (DUNGEON MODULES G1, G2, G3, D1, D2, D3, and Q1, QUEEN OF THE DEMONWEB PITS).

If you have found this module and its companions exciting, stay tuned for more action from The Game Wizards!

©1978, TSR Games

TSR Games
POB 756
LAKE GENEVA, WI 53147

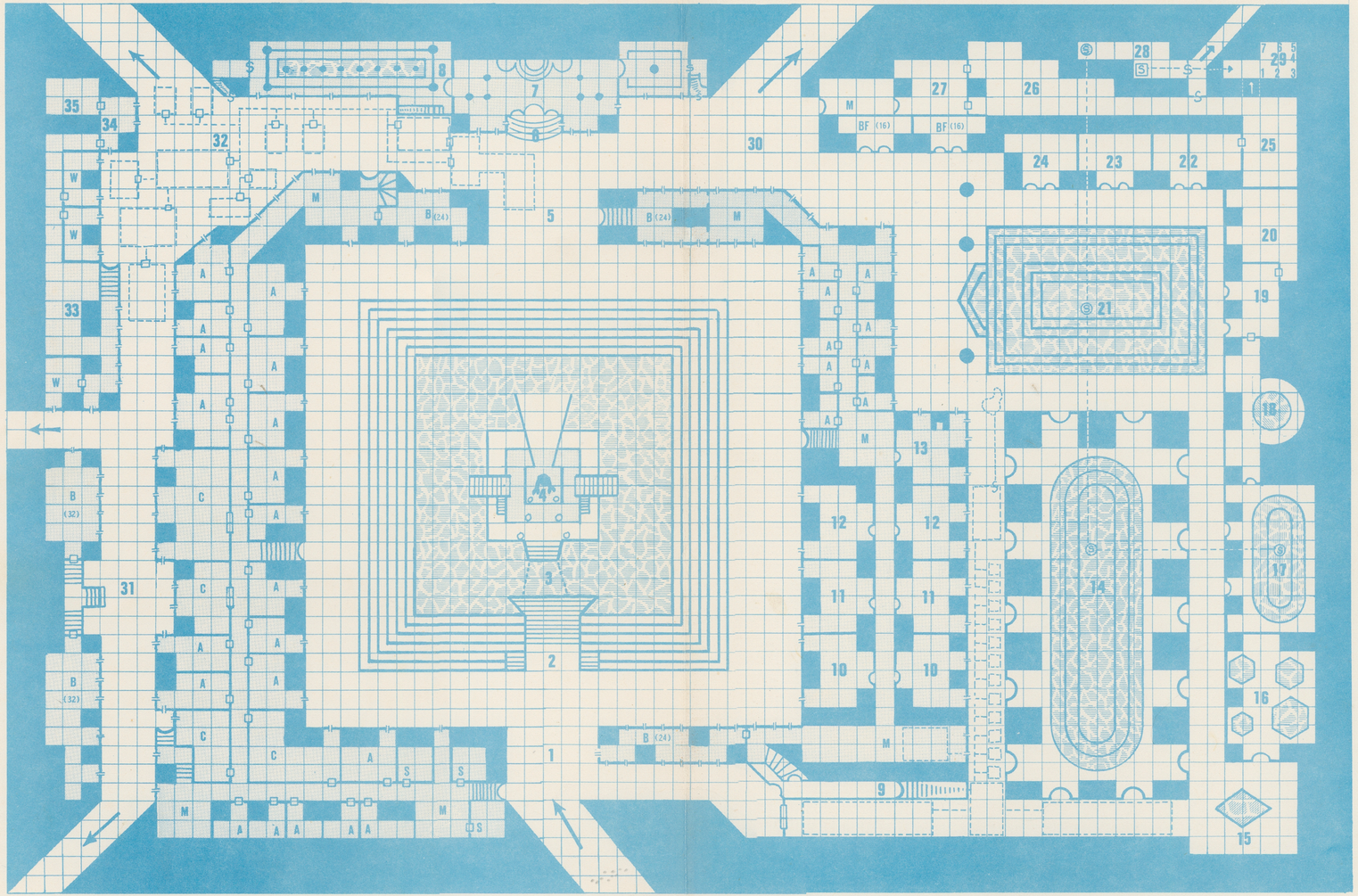
Official D & D Tournament Module at GenCon XI

ISBN 0-935696-06-7

3rd Printing, December 1979

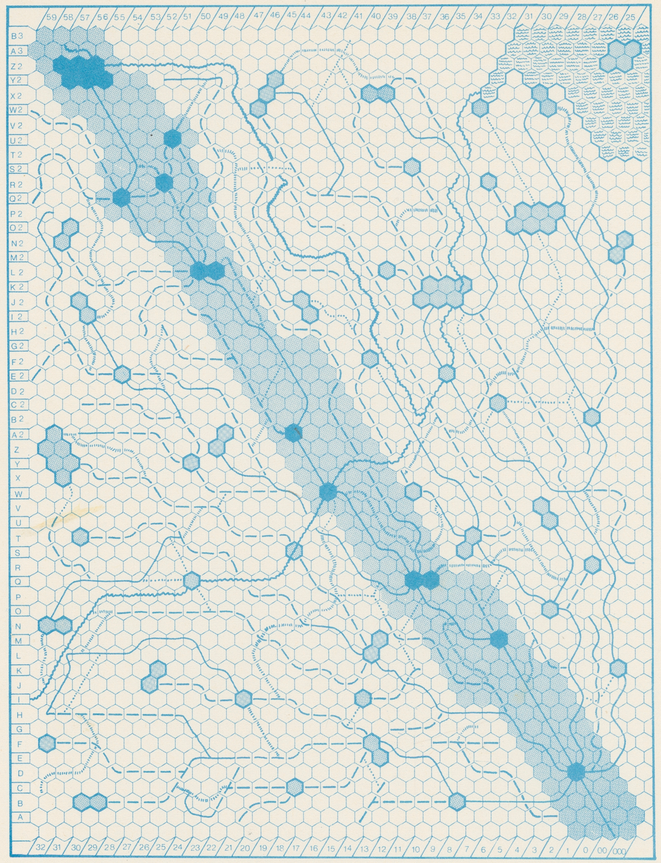
PRINTED IN U.S.A.

9020



KEY TO THE MAJOR ENCOUNTER AREA

- Door
- Double Door
- Archway
- Secret Door
- Secret Trapdoor
- Slit
- Underfloor Room
- Underfloor Passage
- Steps
- Pool
- Pool Water Contour Line Indicating Depth
- Areas Above Floor Level



LARGE SCALE MAP: 1 HEX = 1 MILE

- Encounter Area Detailed in a Module of this Series*
- Major Encounter Area as Described Above*
- Encounter Area to be Designed by DM or in a Forthcoming Module*
- Major Encounter Area as Described Above*
- Waters of the Sunless Sea
- Islands of the Sunless Sea

*not shown to scale

- Primary Passage
- Secondary Passage
- Tertiary Passage
- Secret (Tertiary) Passage
- Underground River (80' to 240' wide)

Area Shaded is Shown on Players' Map